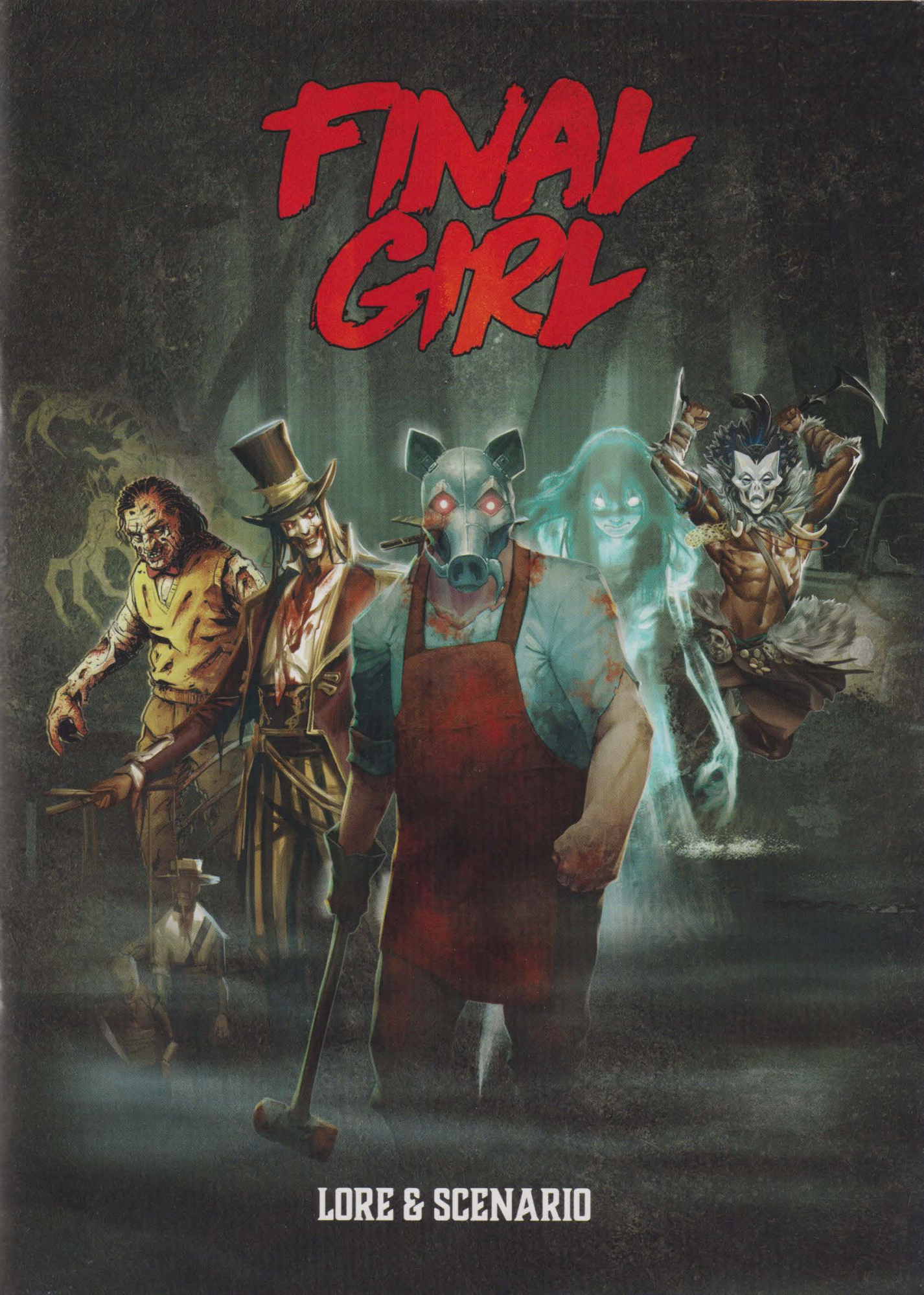
FINAL GIRL



LORE & SCENARIO

INTRODUCTION

The **Final Girl** game fits in a cinematic world where horrors, both realistic and fantastical, exist. This book is meant to, not only give you a glimpse into some of the history of its characters, but also let you play a part in the stories.

On the following pages, you will find the backgrounds for each of the iconic killers in the game. Then, if you wish, you can play out the events of that killer's film franchise by facing off against them in a unique set of scenarios!

Each killer's arc is different. Sometimes a specific Final Girl will be featured, sometimes the scenarios will occur chronologically, and sometimes they will be connected only through the killer themselves or a thematic element. As such, it is recommended that the scenarios for any given killer be played in order if possible, but feel free to jump directly to the scenarios of any killer that interests you, if you wish.

Each Scenario should be setup as you would a normal game of Final Girl, but using the specific elements listed for that scenario. For example, if a Scenario lists specific Terror cards, those are the cards that should be used to make the Terror deck, but it should still be randomly shuffled.

In the back of this book you will find the lore for each of the Final Girl characters; the protagonists of the films! Plus, a few helpful strategy tips that might help you when playing the game with that particular Final Girl.

WE HOPE YOU FIND YOURSELF COMPLETELY IMMERSED IN THE GAME AND THE STORIES WE FEEL SO FORTUNATE TO TELL THROUGH FINAL GIRL. YOU HAVE OUR ETERNAL THANKS FOR SUPPORTING OUR WORK!

A.J. and Evan

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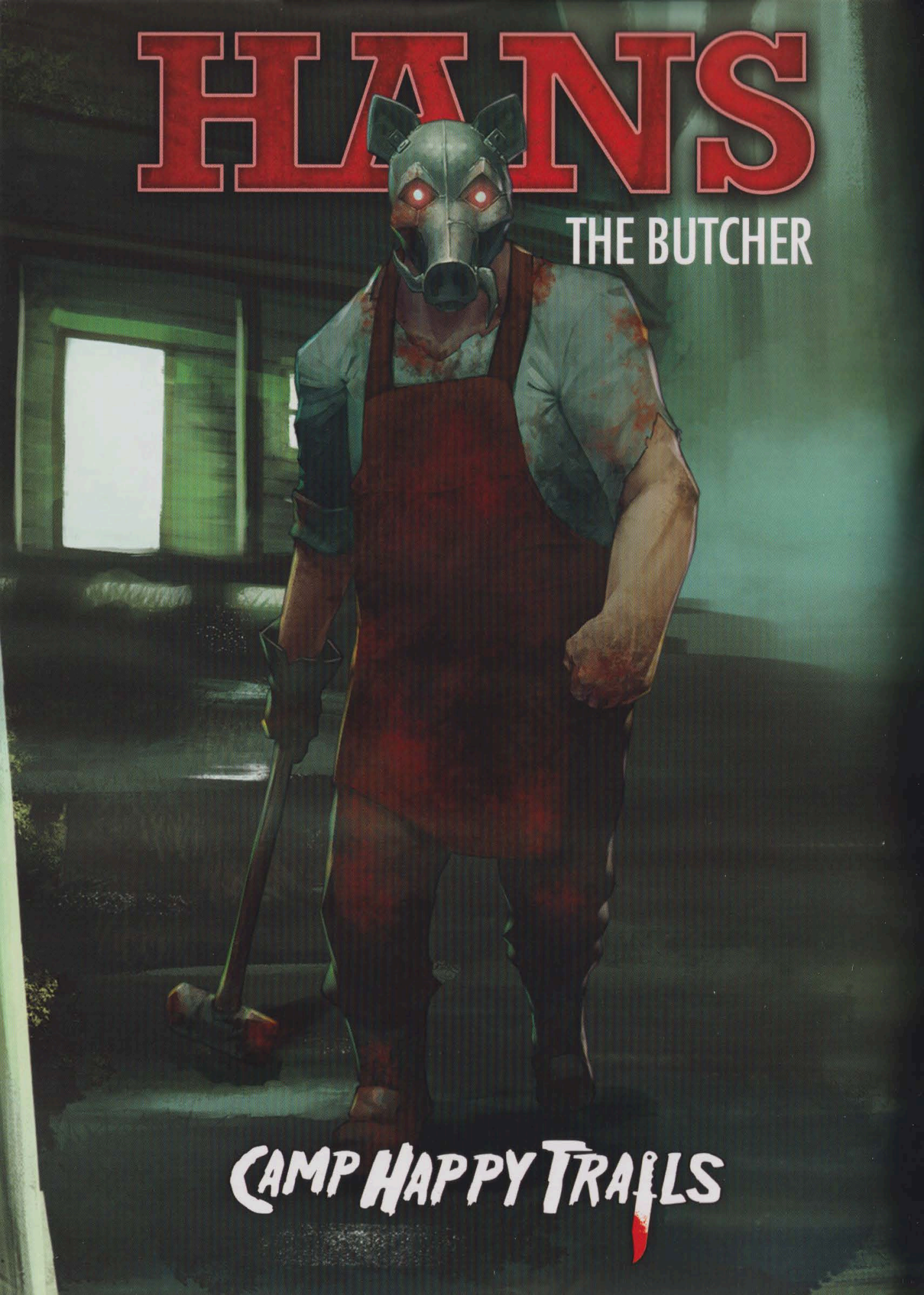

HANS
THE BUTCHER
CAMP HAPPY TRAILS

THE CAMPERS SAT AROUND THE FIRE, PRETENDING TO LISTEN TO ANOTHER ONE OF EDWIN'S "FAMOUS" SPOOKY STORIES. SOME WERE GIGGLING, OTHERS WERE CHECKING THEIR PHONES, BUT ALL OF THEM WERE PISSING THE COUNSELOR OFF. "LISTEN UP YOU LITTLE PISSANTS!" THAT GOT THEIR ATTENTION. "CLEARLY THE STORIES HAVEN'T BEEN SCARY ENOUGH, SO WE'LL CUT THE KIDDIE CRAP." HE PAUSED FOR EFFECT, WHICH MORE OR LESS WORKED. "HAVE YOU EVER HEARD OF HANS?"

"YOU MEAN THE GUY IN THE PIGGY MASK? BIG DEAL," ONE SMART ASS THREW BACK IN HIS FACE.

"IT'S CALLED A GERMAN SHAME MASK, DIPSHIT. NOW LISTEN UP." FOR ONCE, THEY DID.

Hans made everyone in the small town of Happy Trails uncomfortable. The boy never spoke, which was part of it. He would tag along with his parents and older siblings whenever they came to town to hawk their wares, standing in the back of the butcher stall, looking down on everyone. That was also a source of the unease: his freakish height. Although he was the youngest child in the Metzger clan, a family of butchers who had immigrated from Germany, he towered over all of them, even Helmut, the family's imposing patriarch. But his height and lack of speech weren't the real reasons why the town avoided him and children ran in fear. It was the wooden pig mask that he wore. "That's just my naughty little liebchen, always too hungry for his own good," Ada, his mother, would say when asked about it. The townsfolk came to understand that Hans was being punished for his gluttony, forced to display his shame for all to see. His appetite must have been ravenous; he was never seen without the mask, although wet munching sounds could be heard from beneath it.

Hans was tolerated because the meat the Metzgers sold out of their stall was better than anything else in town. Putting up with their giant, mask-wearing freak was a small price to pay for pork chops and rib eyes of this quality. Over time, things changed. Fewer of the children came to market ("They are tending the farm while we are gone,"), Ada began to waste away ("A recent illness, that is all"), and Helmut became sallow and hollow-eyed ("Just a season of hard work, nothing more"). Hans' presence remained unchanged, with the exception that his wooden mask had been replaced by a brutal looking iron one. The residents of Happy Trails said nothing publicly. Privately, they began enjoying their steak dinners less and less.

One month, the Metzgers simply didn't appear at market. No Helmut, no Ada, no Hans, and no prime rib. The town decided to send a small search party to the farm to check on the family. They found it deserted. The house was empty. No animals grazed in the pasture. An eerie quiet lay over the entire property, as if even the birds and insects had left. The last place they looked was the barn, an imposing red structure behind the main homestead that the Metzgers had used as their slaughter house. They opened the doors and went inside.

Afterwards, the search party refused to talk about what they had seen. Instead, they burned the barn and the rest of the farm to the ground and walked back to Happy Trails with the look of soldiers returning from war. "The Metzgers are gone," is all they would say. The other butchers in town went out of business; the appetite for meat evaporated overnight.

Animals began disappearing first. A goat here, a cow there, every so often a beloved family dog. The first child to go missing shocked Happy Trails, which had always been a safe community, but it was only after the fourth had disappeared that people began to leave. Thomas Hoffstetter said he saw an enormous dark shape drag Maria Woodson into the dark. Others said they heard crunching sounds coming from the woods at night. Most believed them and fled. Some remained out of stubbornness. That year was a census year, but when the census takers arrived at Happy Trails, they found it utterly empty. Many of the doors were open, with rotting meals on the table, as if the families living there had simply disappeared mid-bite. Eventually, the town was razed and forgotten. Happy Trails: Population 0.

"Years later, this camp was built on top of where the town once was. Over there?" Edwin pointed off into the dark. "That's where the Metzger's farmstead used to be. If you listen carefully, you can still hear Hans wandering through the trees, dragging his hammer and munching on something wet and chewy beneath his iron mask." As all of the campers turned to look, they heard a wet crunching sound in the trees. Right on cue they screamed, with some even hightailing it away in the opposite direction. Edwin began to laugh. "You little punks, we PLANNED that. Zeke was hiding in the woods waiting to make his Hans sounds until I finished the story-"

The last thing Edwin heard was a sickening crunch as his skull collapsed in a geyser of bone and scarlet. The immense figure behind him in an iron pig mask hoisted the giant hammer, now slick with blood, and surveyed the remaining campers, some fleeing into the woods and others frozen in fear. In the flickering firelight, it looked as if the mask was smiling. Hans couldn't help but admire the lovely buffet that had been delivered to his home, like pigs to the slaughter.

NIGHT OF THE PIG

Laurie had never wanted to come to camp, much less participate in the annual night-time treasure hunt, but her girlfriend had been very convincing. *"It'll be fun, babe! Come on... do it for me?"* Laurie never could say no to Lucy. Within minutes of the starting whistle, they'd become separated, and now Laurie was lost and becoming angrier by the minute. But her anger turned to fear when the screams began. She frantically began searching for something to use as a weapon, anything, when she remembered that the new camp director was a pacifist, and had gotten rid of archery, wood carving, and anything resembling a weapon. *"Dammit, Lucy! What have you gotten us into?"*

Laurie would have to make do with her hands if she - and Lucy - were going survive the night and whatever was out there in the dark.

FINAL GIRL: Laurie

SETUP: Treasure Hunt!

ITEMS (11): Pepper Spray, Energy Drink, Lucky Rabbit's Foot, Bear Trap, Trashcan Lid, Fireworks, Mysterious Pills, Map, Whistle, First Aid Kit, Flashlight

EVENTS (2): Stubborn Kids, Girlfriend

The Event cards should be in the order they are listed, with Stubborn Kids on top.

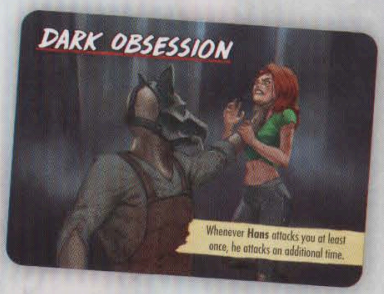
CAMP HAPPY TRAILS TERROR CARDS (2): "Fire!", "Let's go see if the rumors are true!"

HANS TERROR CARDS (8): "He wants fresh blood!" x2, "He just keeps coming!", "He just came out of nowhere!", "He kept swinging his hammer and killing and killing...", Horrific Hammer Rush, Taking Souvenirs, Unholy Speed

DARK POWER: Dark Obsession

FINALE: Bloodbath

MYSTERIOUS PILLS
"No telling what the hell these are, but I'm out of options. Down the hatch and finger
Discard this during th
choose one of
OR
BEAR TRAP
"Anybody who steps on this is gonna have a really, really, really bad day."
Spend 2 to place the Bear Trap token in your space (not the Lake). If the Killer enters the space with the Bear Trap, discard the token and immediately end the Killer phase. The Killer receives



SPECIAL RULES: None.

SLAUGHTER HOUSE

After the events at Camp Happy Trails, it had taken months for the nightmares to subside, but Laurie was finally sleeping through the night again. Which is why she was so angry with Lucy. *"You want me to go WHERE on Halloween? A haunted house?"*

"Come on, it'll be fun! They're even doing this crazy promotional stunt where they drop candy onto the house from a helicopter at midnight!" Laurie thought that was one of the dumbest things she'd ever heard, but since when had she ever been able to say no to Lucy?

The evening started out fine, and the house's 'scares' were utterly benign compared to what she'd survived, but then she and Lucy got separated (what was new?). She found a security guard and was just about to ask him where she could find her girlfriend when a butcher's cleaver lodged itself in the man's neck. Laurie backpedaled away from the dark form in the pig mask as it pulled the cleaver out of the guard in a geyser of blood. As she scrambled up the stairs, only one thought was going through her head: *"Dammit, Lucy! What have you gotten us into?"*

FINAL GIRL: Laurie

SETUP: Strange Trophies

ITEMS: *Set up the Item decks as normal.*

EVENTS (3): Pushed to the Edge, Helicopter Rescue, No One Comes Back

The Event cards should be in the order they are listed, with Pushed to the Edge on top.

CREECH MANOR TERROR CARDS (4): "The Trees are Alive!", "It's Broken!", "It's Coming It's Coming!", "Something is Coming Through the Wall!"

HANS TERROR CARDS (8): Unholy Speed, Horrific Hammer Rush, Taking Souvenirs, "He Just Came Out of Nowhere!", "Hans Wants Me" x2, "He's Just Standing There" x2

Shuffle all 12 Terror cards and deal 10, placing the remaining two Terror cards facedown to the side

DARK POWER: Dark Obsession

FINALE: Bloodbath

"THE TREES ARE ALIVE!"
If you are in a , then
All Victims in a are killed.
If at least one Victim was
FLASHLIGHT
Once per Action phase, for you may look at the top card of the Terror deck. Leave it or place it at the bottom of the deck.

SPECIAL RULES: Place the Girlfriend Event card from Camp Happy Trails above the board, and place her Special Victim meeple in the Attic space.

THE VACATION FROM HELL

The vacation had been Lucy's idea. *"After everything that's happened, we need a break. A chance to reset."* Laurie was sure this had something to do with Lucy's new found "religion," but she wasn't even going to try and say no this time. Lucy continued, *"The groves will be our chance to find inner peace and holiness."* Yup, definitely the religious thing.

To Lucy's credit, the groves were quite beautiful, and Laurie could feel the calming effect on her soul. Eventually, they found their way to a place called the Holy Groves, and Lucy insisted on praying there *"while the holy master made his journey."* Laurie didn't know what the hell she was talking about (she tended to space out whenever Lucy went on about the particulars of her religion), so she left Lucy to her prayers and went exploring.

When she heard the screams ring out over the gently rolling hills, Laurie knew that he had found her once again. *"Dammit Lucy! What have you gotten us into?"* Would she ever be free of Hans? Would she ever truly find inner peace?

FINAL GIRL: Laurie

SETUP: Family Day

ITEMS: *Setup the Item decks as normal.*

EVENTS (1): Holy Man

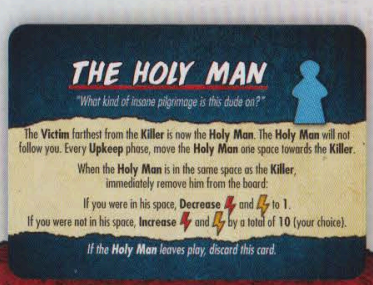
SACRED GROVES TERROR CARDS (3): Tourist Trap, Punishment of the Gods, "No One Will Notice if I Break Off Any of These Pretty Branches..."

HANS TERROR CARDS (9): Unholy Rage, Horrific Hammer Rush, Fresh Blood x2, "He Wants Me" x2, "He Just Keeps Coming", Taking Souvenirs," He Just Kept Swinging His Hammer and Killing and Killing..."

Shuffle all 12 Terror cards and deal 10, placing the remaining two Terror cards facedown to the side.

DARK POWER: Sledgehammer Massacre

FINALE: Butcher Bloodlust


THE HOLY MAN
"What kind of insane pilgrimage is this dude on?"
The Victim farthest from the Killer is now the Holy Man. The Holy Man will not follow you. Every Upkeep phase, move the Holy Man one space towards the Killer.
When the Holy Man is in the same space as the Killer, immediately remove him from the board:
If you were in his space, Decrease and to 1.
If you were not in his space, Increase and by a total of 10 (your choice).
If the Holy Man leaves play, discard this card.

SPECIAL RULES: Place the Girlfriend Event card from Camp Happy Trails above the board, and place her Special Victim meeple at the Holy Groves space. She will not follow you or move from Holy Groves space until the Holy Man is no longer on the board.

TRAPS & KILLERS & CLOWNS, OH MY

Laurie knew she should know better than go along with another one of Lucy's outings, but when she looked at her with those big doe eyes and said, "Don't you want to take me to the circus?", all Laurie could hear herself saying was *"I'd love to!"*

They saw the animals. They laughed at the clowns. They bought popcorn. Lucy smiled and beamed and it was wonderful. But Laurie couldn't shake the feeling that something was off about the place, a sixth sense she had come to trust. *"We need to go, Lucy,"* she said, pulling her to the exit. But when they got there, it had been sealed off, and a dead clown was staked to the entrance. *"Oh god, not again!"* Lucy screamed. For her part, Laurie wasn't at all surprised. Dammit, Lucy. What have you gotten us into this time? *"Come on,"* she said out loud. *"Let's kill him again."*

FINAL GIRL: Laurie

SETUP: Late for the Show

ITEMS: *Set up the Item decks as normal.*

EVENTS (2): Mirrors Everywhere, "How Dangerous Can It Be?"

The Event cards should be in the order they are listed, with Mirrors Everywhere on top.

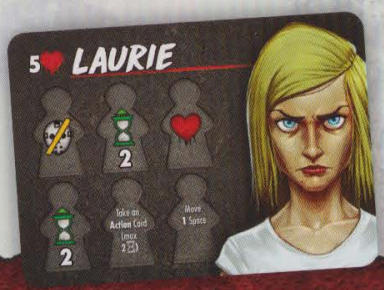
CARNIVAL OF BLOOD TERROR CARDS (4): "I'm all wrapped up and I can't get free!", "It burns, it burns!", "Where the hell did the blades come from?", "Is This a Prop?"

HANS TERROR CARDS: *Shuffle all of the Hans Terror cards and deal 7. Next, shuffle the 4 Carnival of Blood Terror cards together and deal 3, setting the last card facedown to the side. Finally, Shuffle all 10 chosen Terror cards together to form the Terror deck.*

DARK POWER: *Setup the Dark Power card as normal.*

FINALE: Dark, Darker, Darkest

WELCOME TO THE GREATEST SHOW
EVENT
"IT BURNS, IT BURNS!"
Place the Acid Trap token in your space. Immediately apply the trap's effects (see the Terror Trap Reference card) to you and any Victims in your space.



SPECIAL RULES: Place the Girlfriend Event card from Camp Happy Trails above the board and place her Special Victim meeple in your space.

THE FINAL NIGHTMARE

Laurie had finally made up her mind. She was going to ask Lucy to marry her. But first, she wanted to get Lucy's parents' blessing. She knew she didn't need it, but it was important to her. So she and Lucy took a trip to visit her childhood home, on Maple Lane.

It was the perfect weekend. While Lucy and her mom were out, she asked Lucy's father for his blessing over a glass of bourbon and he said yes. Later that night, sitting on the deck with Lucy, Laurie decided this was the moment. She reached into her pocket and realized she had left the ring inside. *"Hold on one second, babe."* Laurie ran inside to grab the ring from her suitcase, but when she returned Lucy's chair was turned over and she was nowhere to be found. She heard a muffled scream from the street and immediately ran to it, fear gripping her heart.

There, at the end of the street, stood Hans, holding Lucy up high, her legs helplessly pinwheeling in the air. He seemed to be taunting her, daring her to come and rescue Lucy. *"You want to finish this once and for all?"* she screamed at the top of her lungs. Hans set Lucy down and simply stood there, unmoving. *"Hold on, Lucy, I'm coming for you!"* Hans didn't move a muscle. *"This ends tonight, you piece of shit!"* Hans stood, and waited for her.

FINAL GIRL: Laurie

SETUP: A Quiet Place

ITEMS: *Set aside the 3 Crucifix cards. Shuffle the remaining Item cards together and deal out 9. Then, shuffle these cards with the Crucifix cards and deal out the four Item decks. Do NOT reveal the top card of each Item deck.*

EVENTS (1): Set up the Event deck as normal.

MAPLE LANE TERROR CARDS (3): "We Are All Gonna Die!", "It's Too Quiet...", "It Came Right Through the Yard"

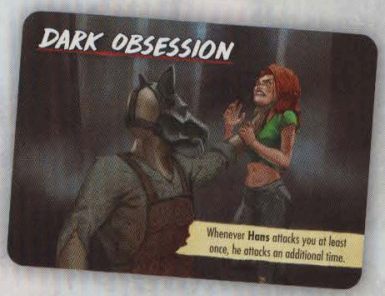
HANS TERROR CARDS (7): Unholy Speed, Unholy Rage, Taking Souvenirs, "He Just Keeps Coming" x2, "Hans Wants Me" x2

Set aside Unholy Speed and Unholy Rage. Shuffle the other 8 Terror cards, and then place Unholy Speed and Unholy Rage on top of the Terror deck in any order.

DARK POWER: Dark Obsession

FINALE: Bloodbath

BICYCLE
"Hi ho silver! Away!
When you take this card token on the Street you. If you do not ha hands and you are may move yourse Street space on t
"IT'S TOO QUIET..."
If the Killer is in the same space as you,



SPECIAL RULES: Place the Girlfriend Event card from Camp Happy Trails above the board and place her Special Victim meeple in the same space as Hans. During the first two rounds, the Girlfriend cannot be attacked. At the start of the third round, she can be targeted and attacked as normal.

In order to attack Hans, you must have a Crucifix.

POLTERGEIST
OF
CREECH MANOR
CREECH MANOR

CREECH MANOR IS A HOME THAT IS OVER 100 YEARS OLD. IT HAS THE KIND OF CHARACTER AND CHARM THAT PEOPLE LOVE. IT IS THE KIND OF HOME WHERE EVERY STEP, EVERY NEW ROOM, CAN CALL TO ONE'S IMAGINATION A STORY FROM THE PAST. THE WISE READER WOULD STOP READING NOW AND KEEP WHATEVER HAPPY, SUNSHINE BEAMING THROUGH THE MAJESTIC WINDOWS, PICTURES THEY HAVE IN THEIR HEAD... FOR WHAT FOLLOWS WILL STICK LIKE A SHADOWY LEECH ONTO YOUR SOUL FOREVER.

THE HAPPY IMAGINED STORIES THE AVERAGE PERSON WOULD ENVISION ARE A FAR CRY FROM THE REAL AND ACTUAL HORRIBLE EVENTS THAT HAVE TAKEN PLACE IN THE MANOR OVER THE YEARS. THE BELOW ACCOUNTS ARE JUST A FEW OF THE MANY ATROCITIES THAT HAVE OCCURRED IN THE HOME.

1912

The original owner named Robert Creech, a wealthy commodities trader and statesman, was found hanging in the attic by his much younger wife, Helen. She inherited the wealth and was able to do a great deal of good with it, but eventually, the money ran out. She went up to the attic one night and ingested a concoction of champagne and a large amount of rat poison, unaware of how slow and painful the process of her death would be. During the investigation, the neighbors that lived a half a mile away, said they heard a horrific wailing, coming from the direction of the manor, that lasted most of the night.

1957

Tim Grace was a boy of thirteen when he came back home from the circus with a brand new clown doll. He was on top of the world! At night, he'd keep the clown sitting up on the chair across the room. He felt safe with it watching over him. One night, a fierce lightning storm came through the area. Tim was staring at the clown and each time the lightning flashed in the darkness, the clown's expression seemed to change. When it's eyes went red, he was sure of it and threw his blanket over the clown and the chair. The next day when he woke up, the clown and the blanket were both gone. Tim was relieved but confused. For the next eleven days Tim pleaded with his parents to move, claiming "the clown doll attacks me every night!" But when they observed him at night, it seemed to just be night terrors and bad dreams. They saw no doll. They would finally be convinced to move by the suffocation death of their son just a few days later. He was found with a blanket wrapped so tightly around his head, you could see the shape of his screaming face in the blanket.

1981

Lucy loved staring out the window at the old oak. She wondered if it was older than the manor itself. It was obviously the oldest tree in the neighborhood. She smiled as the wind bristled its leaves. Such a beautiful tree. As the days went by she spent more and more time at the window. When her husband came home from work one day and found her in the exact same spot as when he left that morning, he became concerned. He tried to get her help and Lucy resented him from that moment forward. How dare he take her away from the tree. When they returned that night, they shared no words and went to bed under an awkward silence. Lucy woke up in the early hours of the night and went to the window. The tree, who had been speaking to her for some time now, offered to protect her. It reached out its largest branch towards the window and opened what can only be described as a hand-shaped branch in front of her. She opened the 3rd floor window and climbed onto the sill. She hesitated, but then looked up at the tree itself. Smiling, she stepped forward and plummeted to her death.

GHOST HUNTERS

Recently, a young family of four moved in from out of state. The Johnson's thought they'd hit the jackpot, and bought Creech Manor at a 'too good to be true' price. They quickly moved in and began renovating. It didn't take them long to realize that the manor was not like other houses. Strange things were happening... and the longer they stayed, the worse it got.

One night, a fierce storm came through. The thunder drowned out the screams of the little girl, Carolyn, as she was dragged from her bed by an unseen force into infinite darkness. Mr. Johnson, uncertain of what was happening, typed the word 'poltergeist' into a search bar on his computer, and at that exact moment the lights flickered and the screen went blue. The blue screen of death. Except there were no fail or error codes. No. Just the cursor moving as words were mysteriously typed into the screen... *"Daddy... help me... I'm trapped... help me Daddy!"*

Days later, paranormal investigators from all over the state showed up at the family's behest, hoping someone, anyone, could get Carolyn back. Selena's paranormal enthused, adrenaline junkie boyfriend asked her to come with him. Despite her gut telling her to sit this one out, she begrudgingly agreed.

Selena spent the first night exploring the manor, more out of curiosity than in an attempt to find the girl. When the door of the upstairs bedroom slammed closed and locked suddenly, she was scared but assumed her boyfriend was pranking her. No one answered her cries for help. There was a computer in the room and despite not being plugged in, it lit up and she began to see words coming across the screen: *"Help me! We have to get out of here! I'm in the..."* and right at that moment, the face of Helen Creech flew out of the screen terrifying Selena half to death.

As much as she wanted to get the hell out, she knew she couldn't leave Carolyn behind.

FINAL GIRL: Selena

SETUP: The Ladder

ITEMS (12): Carolyn, Mr. Floppy, Energy Drink, Lucky Rabbit's Foot, Flashlight, Candle, Rope Ladder, Mysterious Pills, Ritual Dagger, First Aid Kit, Crucifix, Ancient Text

EVENTS (3): No one comes back, Light's Out, Pushed to the Edge

For your initial event, reveal Ghost Hunters.

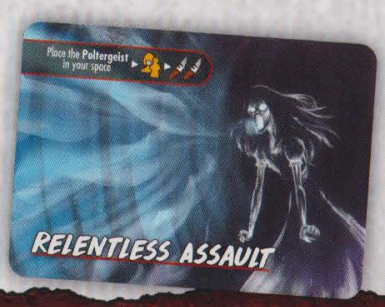
CREECH MANOR TERROR CARDS (3): "It's Broken", "Something Unholy happened in the...", "Something is coming through the wall!"

POLTERGEIST TERROR CARDS (7): "Carolyn? Where are you?!?!?", "Unstoppable Evil", "Did that clown... just move?", "Everything was flying around","I have to kill you! It told me to kill you!", "Where the hell did this storm come from?", Minor Dark Power: Psychic Confusion

DARK POWER: (EPIC) Forgetting Something?

FINALE: Relentless Assault

CAROLYN
MINOR DARK POWER
PSYCHIC CONFUSION
If Carolyn is with you, discard and draw the next Terror card.
Roll -1 when resolving a Search card.
Prior to playing a Search card, you may spend to ignore this penalty.
Discard this card when you find Carolyn.



SPECIAL RULES: *None*

CHAOS AT THE CAMP

During the summer after Carolyn's harrowing escape from Creech Manor, the Johnson's decided to send their daughter to Camp Happy Trails. They'd heard such great things about the staff and the camp counselors, that they decided to send Carolyn now that she was old enough to attend.

Carolyn arrived and was in awe of the place. Kids were running and playing all around the camp and there was a beautiful lake in the middle of it all. Her counselor, Becky, showed her to the cabin where she'd be sleeping at night with the other girls her age. There was a small tag on her bed, 'Welcome Carolyn!' that made her smile. She put Mr. Floppy, her cute and cuddly stuffed bunny, on the bed by the pillow and ran outside to make friends.

After an exhausting first day and meal at the mess hall, the campers all headed back to their cabins. Other than the usual shenanigans from the Petersen twins, it was a relatively uneventful and peaceful night. That could not be said for the night to follow.

On day two Carolyn got picked on and bullied by a few of the older campers, some boys, known around camp as the 'Goon Squad.' A few of her friends and a couple of counselors were able to intervene just before they were able to throw Carolyn into the lake. Carolyn ran back to her cabin crying. Little did she know, the Goon Squad would be the least of her worries that night.

The moon shone bright and it was a quiet night but for the puttering snore of Mabel Harkins. Her snoring was just loud enough to mask the small creak that the door made as it was slowly opened. Strangely, no one was there... but there was a force in the room. The Poltergeist had arrived, and it had come for Carolyn!

Carolyn's screams woke up the other girls, but they found themselves paralyzed and unable to move. Those campers unfortunate to be facing toward the middle of the cabin watched in horror as Carolyn floated slowly towards the open door, screaming and flailing about. Mr. Floppy fell from her hand and landed limply onto the wooden floor. *"Nooooo!"* Carolyn screamed as her body floated out of the door and into the darkness of the camp. The door slammed shut with a loud, 'BANG!' and suddenly, the other campers could move again.

Terrified but curious, the girls ran to the door and opened it. Carolyn was nowhere in sight. A tomato smashed poor Mabel as the Pedersen twins ran off snickering. The girls slammed the door wondering how the twins didn't see Carolyn. Or maybe they ignored her? Their wonder shifted to absolute terror as in the back of the cabin, a spectral behemoth was standing. It lifted one of the campers high into the air and smashed her against the ceiling, instantly breaking her back and causing red blood and vomit to spill out onto the floor beneath her.

Girlish screams erupted as the girls panicked and shoved each other to try to escape the cabin. They failed to notice that the behemoth was gone as quickly as it had appeared, and into the night they ran. Most would never leave the camp alive.

FINAL GIRL: Reiko

SETUP: Treasure Hunt

ITEMS: *Remove all weapons, then normal Item setup.*

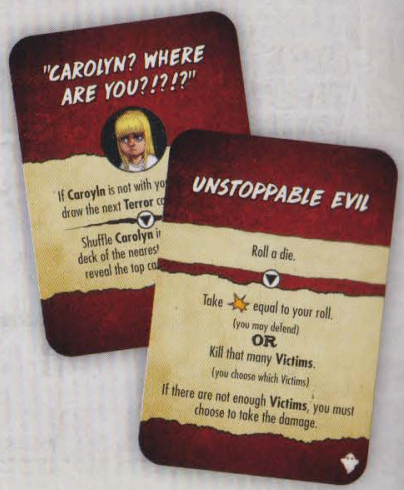
EVENTS (1): Boyfriend (starting Event)

CAMP HAPPY TRAILS TERROR CARDS (3): "You can't save us... no one can", "Run for your life", "I fell asleep. What did I miss?"

POLTERGEIST TERROR CARDS (5): Unstoppable Evil, "Carolyn? Where Are You!?!?!", "Unseen Forces", The Shadows are closing in x2

DARK POWER: Invisible Barrier

FINALE: She will soon be lost


"CAROLYN? WHERE ARE YOU?!?!?"
UNSTOPPABLE EVIL
Roll a die.
Take equal to your roll.
(you may defend)
OR
Kill that many Victims.
(you choose which Victims)
If there are not enough Victims, you must choose to take the damage.

SPECIAL RULES: In this scenario the Terror Deck starts with only the 8 Terror cards mentioned, shuffled into a deck. When the Finale is revealed, shuffle these 3 Terror cards into the deck for the effect: "I have to kill you! It told me to kill you!", Corporeal Form, "The Ground is Shaking!"

ONLY THE GODS CAN HELP HER

Upon the realization that the haunt was following Carolyn after what had happened at Camp Happy Trails, the Johnsons planned a desperate trip to try to rid her of her demons. They'd heard of a holy place in Africa that was opened to visits from tourists. The magic in that sacred grove was said to be so strong that you could physically feel it.

They honestly felt like there was nothing left to lose (besides Carolyn again) and they booked the flight. Had they only known what kind of gods they would be dealing with, they never would have even entertained the trip for a second.

Upon arrival, the couple took their daughter to the site. It was a long journey that led up to this moment, a moment of total disappointment. The site was in complete disrepair and there were tourists everywhere desecrating and forsaking the place. A scream in the distance broke them out of the disappointing trance they had been in, and at that moment, they noticed Carolyn was gone. Not again!

FINAL GIRL: Alice

SETUP: Mob 'O Tourists

ITEMS: *Normal Item Decks Setup with Carolyn.*

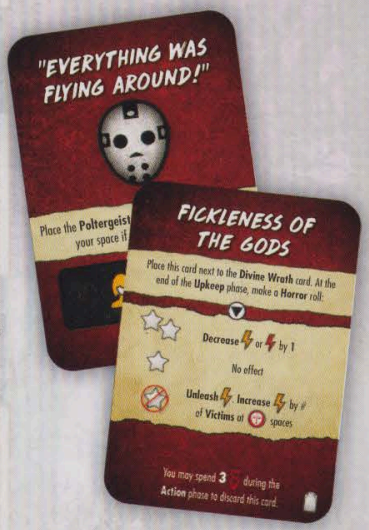
EVENTS (4): Loud and Obnoxious (starting Event), The Holy Man, The Uber Tourist, The Tour Guide

SACRED GROVES TERROR CARDS (3): Rage of the Gods, Fury of the Gods, Punishment of the Gods

POLTERGEIST TERROR CARDS (7): "Everything was Flying Around" x2, "Where the hell did this Storm come from?", "Carolyn? Where Are You!?!?!?" x2, "The Shadows are closing in" x2

DARK POWER: Stiff Wind

FINALE: Nothing is Easy


"EVERYTHING WAS FLYING AROUND!"
FICKLENESS OF THE GODS
Place this card next to the Divine Wrath card. At the end of the Upkeep phase, make a Horror roll:
Decrease or by 1
No effect
Unleash . Increase by # of Victims or spaces
You may spend 3 during the Action phase to discard this card.

SPECIAL RULES: When setting up the Terror Deck, shuffle one "Carolyn? Where are you?!?!?" card into the top half of the deck, and the other into the bottom half of the deck.

A JOHNSONS FAMILY OUTING

While the threat of Carolyn being abducted never fully went away, the Johnson's were getting more comfortable with the risks. Especially since, so far at least, she had always been found and returned to them.

So they began to get back to being a bit more like a normal family. They went out to eat, took family outings, and more or less got back to being like any other family. But Carolyn's mother couldn't shake the uneasy feeling she had, so when Carolyn was invited by one of her friends to go to the Carnival, Mrs. Johnson said 'no'.

Carolyn didn't understand and was very upset. She begged daily for permission to go and after several days, Mrs. Johnson finally gave in. Carolyn's friend Jun, along with Jun's Mom and older sister Asami, came to pick her up that night and they all headed to the Carnival.

This was the opportunity the Poltergeist had been waiting for. What better place than the Carnival, especially THIS Carnival, to entrap Carolyn's soul once and for all. The first hour passed and the girls were all having a great time, but then Carolyn noticed something peculiar... besides her and her friend's family, everyone was dressed as a clown. In that moment someone, or something swept her up, threw her over their shoulder, and ran off into the crowds. She screamed and saw Jun and Asami running after her, but then her abductor ducked into a building and everything went black.

When Carolyn opened her eyes, Helen Creech's eyes were inches from her face. She laughed her ghostly laugh then turned and flew dissipating from view. Carolyn knew she'd be back. She just hoped Jun and Asami would find her first.

FINAL GIRL: Asami

SETUP: No Laughing Matter

ITEMS (12): Carolyn, Steel Bear Trap, Knockout Gas Trap, Hidden Cobra Trap, Zappo, Super Lucky Dice, Telescoping 10' Pole, Crystal Ball, Found Footage, First Aid Kit, Energy Drink, Mysterious Pills

EVENTS (4): Clowns Everywhere (starting Event), Did you follow me here? (starting Event), Full Moon, How Dangerous Can it be?

CARNIVAL OF BLOOD TERROR CARDS (3): "I'm all wrapped up and I can't get free!", "It burns, it burns!", "Where the hell did the blades come from?",

POLTERGEIST TERROR CARDS (7): Psychic Confusion, "Carolyn? Where are you??!?!?", The Shadows are closing in x2, "Where the hell did this storm come from?", "The Ground is Shaking", "Did that Clown... just move?"

DARK POWER: Eternal Despair

FINALE: Relentless Assault

SPECIAL RULES: This scenario has 2 starting events.

ESCAPE TO THE BURBS

Carolyn was growing up. She'd learned to resist the Poltergeist that had attached itself to her. By the time she was a freshman in High School, it had been a few years since there had been any incident.

The Johnson's had moved to a small town in middle Tennessee called Spring Hill. They'd settled into the neighborhood in their nice two-story house on Maple Lane. They befriended their neighbors, especially Mike and Rhonda Smalley, and their daughter Sheila was particularly fond of Carolyn.

Sheila and Carolyn came to realize they shared a bond over horrifying experiences. So they looked after each other, but it was especially Sheila looking after Carolyn.

Since Carolyn had come to be able to 'feel' the presence of the Poltergeist, when her computer went dead and her phone started vibrating, she knew what was happening. The incoming text confirmed it. *"There is nowhere to run. Nowhere to hide. Soon you will be in your rightful place by my side... back in Creech Manor. Forever!"* —H. Creech

She ran to Sheila's house and knocked on the door, frantic. Mike Smalley rubbed his eyes and yawned as he answered the door. Despite how shaken she was and how much she pleaded, Carolyn could not convince Mr. Smalley to let her in. "It's late Carolyn, go home," he said.

Home was the last place Carolyn was going. She texted Sheila '9-1-1 Help' and then scanned the houses at the intersection of Maple Lane and Elm Street, where could she hide?

FINAL GIRL: Sheila

SETUP: Maple Lane

ITEMS: *Normal Item Decks Setup with Carolyn and Mr. Floppy.*

EVENTS (2): Boyfriend (starting Event), The Smalleys

MAPLE LANE TERROR CARDS (4): Road Closed for Construction, "They Just got hit by a car!", "We are all gonna die!", "It's too quiet"

POLTERGEIST TERROR CARDS (6): "Unseen Forces", Corporeal Form, "The Shadows are Closing in" x2, Unstoppable Evil, Carolyn? Where are You!?!?!?

DARK POWER: *Set up the Dark Power cards as normal.*

FINALE: *Set up the Finale cards as normal*

"THEY JUST GOT HIT BY A CAR!"
If there are no Victims in any Street spaces, discard and draw another Terror card. Otherwise:
CORPOREAL FORM
A Behemoth appears! You may play Action cards that inflict damage if you wish. Then, if the Behemoth is still alive:
You take equal to the Killer's attack value +1. You may defend as normal.
If you take damage, discard an Item of your choice.
The Behemoth disappears.

SPECIAL RULES: If you find Carolyn before the Dark Power has been revealed, reveal it immediately.

INKANYAMBA
SACRED GROVES

THE MAN SAT ON THE RIDGE AND LOOKED OUT OVER THE WEST AFRICAN VALLEY IN THE PRE-DAWN LIGHT. HE CALLED HIMSELF INKANYAMBA, BUT THAT WASN'T THE NAME HE WAS BORN WITH. HE NO LONGER REMEMBERED WHO HE HAD BEEN, BUT THAT DIDN'T TROUBLE HIM. FOR NOW, HE HAD PURITY. HE HAD POWER. HE HAD A SINGULAR, DIVINELY APPOINTED PURPOSE.

"I AM THE HOLY AVENGER."

The morning sun crested the rise and began to banish the shadows from the valley. First to come into relief were the Holy Groves, a beautiful marsh of black-blue water and hallowed wood. Inkanyamba's name was lost to him, but he remembered meditating there as a child, sitting at the feet of the great trees and soaking in the peace of the place. Next came the Sacred Shrine, an ancient construction of wood and bronze, built to honor the gods of old that Inkanyamba had given his entire being to. Finally, the Burial Grounds, where the prophets and saints who worshiped the old ones were buried, in both marked and unmarked graves. Inkanyamba would often walk between the tombstones and mausoleums, in the dead of night, hoping to draw whatever wisdom he could from their holy bones.

"I AM THE LIVING WRATH OF THE GODS, THEIR FAITHFUL SERVANT OF JUSTICE."

But as the sun brought light to the valley, it also brought them. The outsiders. The defilers. The apostates. They arrived on their noisy buses, belching toxic smog into the air. They had no respect for this sacred place. It was nothing but an amusement to them, an afternoon diversion where they could snap their pictures and desecrate the holy places with their obnoxious voices. And the gods were angry. Inkanyamba could feel their displeasure through his entire body. He unsheathed his curved knives and ran his tongue across the edge.

"I WILL RID MY SACRED GROVES OF THIS CANCER. I WILL CUT IT OUT WITH BLOOD AND SCREAMING, AND THE GODS WILL BE PLEASED WITH ME."

Inkanyamba no longer remembered who he had been, but that didn't trouble him. For now, there was holy work to be done, and he was the one to do it.

THE GIRL MUST DIE

Inkanyamba watched the girl from the bushes, trying to remember why she had to die. She was with a crowd of those blasphemous tourists.

"I was wronged... I was hurt... and the girl must pay..."

Was this the girl? Was she the one? What had happened to him was beyond forgiveness, and only vengeance could satisfy him. He had not been able to shake the memory of her, and he had asked the gods to show him who was responsible. In the midnight hour they had revealed to him her identity.

"What happened to me? I.... I don't remember... There was a dagger, and blood.... I only know anger and rage and WRATH..."

The gods had shown him favor, and now Inkanyamba would kill this girl for what she did to him. Then, finally, he would be at peace.

FINAL GIRL: Barbara

SETUP: Mob o' Tourists

ITEMS (1): Ceremonial Dagger

Set aside the Ceremonial Dagger. Then, deal out 11 other Item cards and shuffle them with the Ceremonial Dagger. Finally, deal out the Item decks as normal.

EVENTS (3): Fire and Brimstone, Loud and Obnoxious, Unholy Bloodshed

SACRED GROVES TERROR CARDS (3): Tourist Trap, Rage of the Gods, "No one will notice if I break off one of these pretty branches..."

INKANYAMBA TERROR CARDS (7): "He's coming and there's nothing we can do!" (x3), "I don't know how, but I've angered him.", Wrath of Death, Wrath of Opportunity, Boiling Anger

DARK POWER: Volatile Temper

FINALE: Savage Whirlwind

TOURIST TRAP
All Victims adjacent to a space move there.
Increase by # of Victims at spaces.
CEREMONIAL DAGGER
Whenever you damage the Killer, choose or and Decrease by 1.

SPECIAL RULES:

- Both of the Tracking markers on the **Killer** and **Divine Wrath** cards start the game at level **4**.
- In addition to the six **0 Cost Action** cards, start the game with an **Atonement** card in hand.
- The **Ceremonial Dagger** does **2** instead of **1**.

THE DARK-HAIRED DEMON

Inkanyamba was more angry than usual. The girl at the Groves - Barbara - had not been the one he had been looking for.

"The gods LIED to me! They betrayed me!"

He had come to this campground looking for the true culprit, the woman who had plunged the dagger into his side. He fingered the scar on his side where she had stabbed him.

"She grinned as she was taking my life blood away. She had... dark hair. Yes, dark hair."

He remembered that much at least. Looking up, he saw the flickering light of a fire in the distance. That would be a good place to start. Why the dark-haired she-demon had done this to him, he did not know. But Inkanyamba's face would be the last thing she would ever see in this life.

*"I will have my **VENGEANCE**!"*

FINAL GIRL: Reiko

SETUP: The Bonfire

ITEMS: Ceremonial Dagger (from Sacred Groves)

Set aside the Ceremonial Dagger card from Sacred Groves. Then, deal out 11 other Item cards from Camp Happy Trails and shuffle them with the Ceremonial Dagger. Finally, deal out the Item decks as normal.

WRATH OF HORROR
Unleash
Increase equal to the Horror level.
FICKLE TEMPER
Make a Horror roll.
Choose or and Decrease by half, rounded up.
Choose or and Decrease by 1.
Unleash . Then, roll a die and Increase by the number rolled.
If there are no Victims, target the Final Girl instead.

EVENTS (3): Secret Tunnel, Fresh Meat, Deathwish

CAMP HAPPY TRAILS TERROR CARDS (4): "Let's go see if the rumors are true!", "Run for your life!", "I fell asleep. What did I miss?"

INKANYAMBA TERROR CARDS (7): "He's coming and there's nothing we can do!" (x2), Outrageholic, Fickle Temper, Wrath of Horror, Wrath of Defilers, "They disrespected him and now he wants their blood."

Set aside one of the "He's coming and there's nothing we can do!" cards. Shuffle the remaining Terror cards, and then place the card you set aside on top.

DARK POWER: Rising Dread

FINALE: Violent Tantrum

SPECIAL RULES:

- The Tracking marker on the **Killer Wrath** card starts the game at level **6**.
- In addition to the six **0 Cost Action** cards, start the game with an **Atonement** card in hand.
- The **Ceremonial Dagger** does **2** instead of **1**.

AN UNFORGIVABLE BETRAYAL

This really wasn't Inkanyamba's week. Barbara hadn't been the girl he was looking for, and neither had Reiko. His anger was becoming positively volcanic, and his need for vengeance absolute. On the bright side, he was remembering more with each day that passed.

"The dagger... it had been a gift to her. A gift from me. And she repaid my generosity with BETRAYAL!"

He stood in front of the old, decrepit manor. Inside there was another dark-haired girl who could be the one he was looking for, the one who had wielded his own dagger against him.

"Why did I give it to her? Who was she? It does not matter. She must pay for what she's done... with her life!"

He walked into the manor, ready to spill blood and taste the vengeance he had wanted for so long.

FINAL GIRL: Selena

SETUP: Strange Trophies

ITEMS (12): Ceremonial Dagger (from Sacred Groves), Trashcan Lid, Map, Rope Ladder, Mysterious Pills, Lucky Rabbit's Foot, First Aid Kit, Candle, Crucifix, Padlock, Ancient Text, A List of Things in the...

Set aside the Ceremonial Dagger card from Sacred Groves. Then, shuffle the 11 other Item cards from Creech Manor and deal out 3. Shuffle the Ceremonial Dagger with these cards and place them in the slot for the Garage. Deal out the other two Item decks from the remaining 8 cards as normal.

TRASHCAN LID
Ignore a
WRATH OF HORROR
Unleash
Increase equal to the Horror level.
If there are no Victims, target the Final Girl instead.
"THE TREES ARE ALIVE!"
If you are in a , then .
All Victims in a are killed.
If at least one Victim was killed,
EVENT

EVENTS (2): Curiosity Killed the People, Lights Out

CREECH MANOR TERROR CARDS (4): "The tree is alive!", "It's coming, it's coming!", "It's a fake!", "Something unholy happened in the..."

INKANYAMBA TERROR CARDS (6): "He's coming and there's nothing we can do!", Wrath of Horror, Wrath of Opportunity, Wrath of Blood, "They disrespected him and now he wants their blood.", "I don't know how, but I've angered him."

DARK POWER: *Set up the Dark Power card as normal.*

FINALE: *Setup the Finale card as normal.*

SPECIAL RULES:

- The Tracking marker on the **Killer Wrath** card starts the game at level **8**.
- In addition to the six **0 Cost Action** cards, start the game with a both **Atonement** cards in hand.
- Set the **Ceremonial Dagger** card from Sacred Groves next to the board. Place a Tracking marker in **Inkanyamba's** starting space. This is the **Ceremonial Dagger**. If you enter this space you may immediately pick it up and place it into your hand or backpack. The **Ceremonial Dagger** does **2** instead of **1**.

WRATH AND GAMES

Inkanyamba's rage had reached new levels. The dark-haired girl who had plunged the dagger into his side still eluded him. Although now he remembered why she had tried to kill him. "You killed my father!" the girl had screamed as she plunged the dagger into his side. Inkanyamba didn't remember killing her father, but he had killed a lot of people, so forgetting one was not surprising.

"Even so, her attack on my person cannot be ignored! She will pay for what she did to me!"

He stood outside of the carnival, its garish floodlights illuminating the night sky, squeals of children and animals alike coming from within. Here, in this place of merriment, he would finally end the girl who had plagued his mind like a swarm of locusts. A pesky thought poked at Inkanyamba.

"If I killed her father, then why would I give her the dagger? Why would I give my enemy a weapon to hurt me with?"

But introspection didn't suit Inkanyamba, and he quickly focused his wrath on the task at hand.

"She is here and I will find her and I will carve her for my pleasure! THIS ENDS TONIGHT!"

FINAL GIRL: Asami

SETUP: Ring Around the Rosie

ITEMS: *Set up the Item decks as normal.*

EVENTS: *Setup the Event deck as normal.*

CARNIVAL OF BLOOD TERROR CARDS (3): "Where the hell did the blades come from?", Welcome to the Greatest Show, "Is this a prop?"

INKANYAMBA TERROR CARDS (7): *Wrath of Defilers, Wrath of Blood, Wrath of Horror, Wrath of Death, "They disrespected him, and now he wants their blood.", "He's coming and there's nothing we can do." (x2)*

DARK POWER: *Setup the Dark Power card as normal.*

FINALE: *Setup the Finale card as normal.*

MISTY AMBUSH
All Victims at or adjacent to the Forest of Horrors panic. For any 1's rolled, the Victim is killed.
"WHERE THE HELL DID THE BLADES COME FROM?"
Place the Spinning Floor Blade Trap token in your space. Immediately apply the trap's effects (see the Terror Trap Reference card) to you and any Victims in your space.
For each 1-4 that you rolled,
WRATH OF DEFILERS
Unleash
Increase equal to the number of Victims that have been saved.
If there are no Victims, target the Final Girl instead.

SPECIAL RULES:

- The Tracking marker on the **Killer Wrath** card starts the game at level **9**.
- In addition to the six **0 Cost Action** cards, start the game with an **Atonement** card in hand.
- Set the Ceremonial Dagger card from Sacred Groves next to the board. Place a Tracking marker in Inkanyamba's starting space. This is the Ceremonial Dagger. If you enter this space you may immediately pick it up and place it into your hand or backpack. The **Ceremonial Dagger** does **2** instead of **1**.

ADELAIDE, I AM YOUR FATHER

Inkanyamba clutched his side. He was bleeding... badly. The last fight had almost killed him, and the girl had not been the one he was looking for. Even through the pain, he felt the red hot rage that fueled him to become absolutely volcanic. It was then that the truth came flooding back to him.

Inkanyamba held the dagger out to Adelaide. As he had become the right hand of the gods, so she would become his right hand, his partner in this new life of divine service. Together, they would vanquish the defilers together and cleanse this land of their horrid stench. It was her destiny. It was their destiny.

In a daze she took the dagger from him. She turned it over in her hand, as if unsure what to do with it. Then she looked up and her confusion turned to anger. "You're the one? You killed all those people? Because... because some voice from the sky told you to? And you expect me to join you?" She tightened her grip on the dagger.

"Join me, Adelaide. Join your father in this great work," Inkanyamba said.

"No father, I won't join you! I don't even know who you are anymore! You're no longer my father. My father's dead and you killed him!" With a scream, Adelaide lunged and plunged the dagger into Inkanyamba's side. Then everything went black.

Inkanyamba stood at the edge of the moonlit street, looking at the houses. Inside one of them was Adelaide, his daughter, the girl who had tried to kill him and had fled here to this complacent land of suburbanites. Even if she was his blood, that no longer mattered. She had betrayed him, and he would have his vengeance. Once and for all.

FINAL GIRL: Adelaide

SETUP: Midnight

ITEMS (12): Ceremonial Dagger (from Sacred Groves)

Set aside the Ceremonial Dagger. Then, deal out 11 other Item cards and shuffle them with the Ceremonial Dagger. Finally, deal out the Item decks as normal.

EVENTS (2): The Smalleys, It's the Fourth of July!
The Event cards should be in the order they are listed, with The Smalleys on top.

MAPLE LANE TERROR CARDS (4): "It came right through the yard!", "We are all gonna die!", "They just got hit by a car!", "I said don't look back!"

INKANYAMBA TERROR CARDS (6): Wrath of Defilers, Wrath of Blood, Wrath of Horror, Wrath of Death, Wrath of Opportunity, Outrageholic

DARK POWER: Feast of Anger

FINALE: Violent Tantrum

CEREMONIAL DAGGER
"The gods always liked a little bloodletting, so I'd better not disappoint them."
0
Whenever you do choose or
'IT CAME RIGHT THROUGH THE YARD!"
If the Killer is in a , move it to any other in the quadrant with a Victim.
EVENT

SPECIAL RULES:

- **Inkanyamba's** starting health is 1. He should only start with a Final Health token.
- The Tracking marker on the **Killer Wrath** card starts the game at level 10.
- In addition to the six **0 Cost Action** cards, start the game with a both **Atonement** cards in hand.
- **Inkanyamba** can only be damaged when using the Ceremonial Dagger.
- The **Ceremonial Dagger** does **2** instead of **1**.

GEPPETTO
CARNIVAL OF BLOOD

THE CACOPHONY OF SCREAMS PIERCED THE AIR SET AGAINST A SHARP DISPLAY OF BRIGHT LIGHTS AND GAUDY ATTRACTIONS, JUST DISTRACTING ENOUGH TO MASK THEIR DERELICT STATE. A MAN OF GANGLY AND ODD PROPORTION STOOD BEHIND THE BIG TOP, HIS ARMS HANGING AT HIS SIDE WITH HIS HEAD COCKED TO THE SIDE JUST FAR ENOUGH TO BE UNSETTLING IN ITS UNNATURAL STATE. HIS RINGMASTERS UNIFORM BELIED HIS TRUE PURPOSE BUT SERVED WELL ENOUGH TO PRESENT HIMSELF AS THE FATHER OF THIS OPERATION. THE MAN SAT IMPOSSIBLY STILL, SO STILL ONE MIGHT BE FORGIVEN FOR THINKING HE WAS A MANNEQUIN IF NOT FOR THE FURIOUS PACE HIS FINGERS FLICKED BACK AND FORTH. RUNNING THE SHOW WAS NO SMALL FEAT AFTER ALL.

With all the lights and attractions, the movements were easy enough to miss all across the carnival. What was a shadow flitting to the corner of a tent amidst the spinning lights of the Big Top? Who would even think to look under the clown car before getting in, much less notice the sound of wires going taut and creaking wood amidst the terrors of The Haunted Forest? Even the screams and caterwauling of improperly educated children were easily covered by the roar of the tiger. The man was a conductor in a way, and this was his orchestra, a grand performance put on wherever his family carnival found themselves. He couldn't possibly do it without the diligent aid of his doting children of course.

So many children were ungrateful these days. Like the group that found themselves here tonight. Not like his family. His family was perfect. His children were statuesque in their beauty, flawless and unmarred by the passage of time. Perfectly obedient and diligent in their devotion to their father. He had made the perfect home. Sometimes he wished they were more motivated on their own, and took the first steps to show him their love on their own accord, but it was surely better this way. It took many dedicated hands to keep the tents in good repair, to break down and set up their traveling operation. It wasn't easy work, or work for the faint of heart, and children could be so whimsical if left to their own devices.

The children that had wandered into his carnival this night were unremarkable as all of the imperfect children were, but none so unremarkable that they couldn't be fixed. He was a master of his craft after all. Fixing broken toys was a skill that came second nature to any good father. They ran amok through his carnival. Drinking to excess, wandering off together for lewd pleasures, throwing their refuse around the grounds just because it seemed like

they would not be caught. Horrid little creatures as flawed as they were. All except one. One girl among them stood out.

She carried herself in a way that showed confidence as she strode around the grounds. She did her best to keep the others in line and chide them for potentially getting them kicked out. The old man was thoroughly amused that she thought they'd leave. She was the only one who was wise to the ruse though. She and the rest of the group looked for some of their missing friends, some of the most unseemly ones that couldn't be tolerated even for a moment more. Not that they'd find them of course, well not until it was too late. She was even wise enough to try and get them to stick together instead of splitting up. Inconvenient, but not an impossible obstacle for an experienced professional.

Slowly his children encircled the group, coming from several sides as they made their way through the carnival. Wires grew more taught as they drew closer to the imperfect ones. He had decided from the moment he laid eyes on them he'd deal with the burly athletic one first. For some reason they always put their confidence in the athletic ones to protect them, but they bled like any other and were often easier to overtake because of their lack of fear. He believed his children would delight in carving the oaf, and the children always came first.

Three of his children clacked across the ground at an incredible clip. One leaped up onto the back of the giant jock and started with his throat as the other two took to the man's legs like they were Jack's beanstalk. The group of the imperfect trespassers screamed in terror at the display, ill prepared and stunned by the beauty and grace of the perfect creatures before them no doubt. Most of them panicked and ran off every which way, any and all sensibility abandoned at the sight of their dead friend, but not before the beloved children felled another young woman. Her artistic skill clearly fell short of his own judging by the grisly visage across her painted face. He'd certainly replace that part with another.

The special one, the one he'd seen stand out, grabbed a nearby hammer and swung it with all her might catching one of his children in the air with a sickening crunch as bone, flesh, and splintering wood crushed under the weight of the hammer. Fury filled the puppet master along with a peculiar glee. This one was special indeed and Geppetto would have a new daughter before the night was over, of this he was sure.

FATAL ATTRACTIONS

The kids all came to the carnival in droves. It was a new attraction after all. Even a few carnies came, and a lonesome wolfman sought a new home.

It started calmly enough. Everyone thought it odd that no one was there to sell tickets and the booth was unmanned except for a small puppet in a chair. Asami and her friends assumed that it was part of the show. A campy stunt for a pop up carnival.

The animals seemed hungry and the cages in far too much disrepair, but there's no way someone could set up something so unsafe right?

Her friends and some other kids that showed up started wandering off and no one was sure where they went, but she was sure the laughter, the cackling of an old man coming from the big top, was something she needed to be worried about.

Asami had always loved making junk art from lost baubles and forgotten objects but when a circus monkey named Zappo showed her footage of a carnival past and the horrors that awaited her and her friends she knew they'd have to escape this ringmaster somehow.

FINAL GIRL: Asami

SETUP: No Laughing Matter

ITEMS (15): Pepper Spray, Energy Drink, Super Lucky Dice, Crystal Ball, Disguise and Makeup Kit, Mysterious Pills, First Aid Kit, Knife, Telescoping Pole, Throwing Axe, Bullwhip, Knife Bandolier, Hidden Cobra Trap, Knockout Gas Trap, Steel Bear Trap

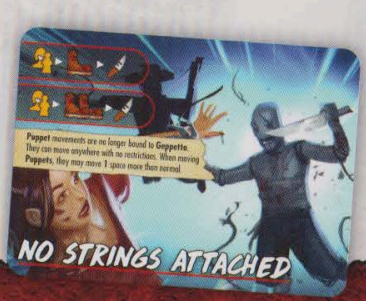
EVENTS (5): So Much Junk, Animal Panic, "How Dangerous Can It Be?", Mirrors Everywhere, Clowns Everywhere, Full Moon

The Event cards should be in the order they are listed.

KNOCKOUT GAS TRAP
It's a trap!
Knockout gas blasts you in the face as you search.
"IT BURNS, IT BURNS!"
Place the Acid Trap token in your space. Immediately apply the trap's effects (see the Terror Trap Reference card) to you and any Victims in your space.

CARNAGE AT THE CARNIVAL TERROR CARDS (5): "How Did the Tiger Get Loose?", "Where the hell did the blades come from?", "I'm all wrapped up and I can't get free!", "It burns, it burns", Misty Ambush

GEPPETTO TERROR CARDS (5): Endless Maddening Laughter, Dance Puppet, "You'll Make a Fun New Toy", Master Showman, Make or Break



DARK POWER: Join the Family

FINALE: No Strings Attached

SPECIAL RULES: Asami starts play with the Found Footage item and Zappo.

MASTER OF CEREMONIES

Laurie had barely missed the incident last year, the dreaded Carnage at the Carnival. Asami had gone missing. Laurie hoped she'd just moved away but no one had heard from her since. She was still shaken by the loss of so many of her friends, but her and her boyfriend were looking forward to getting away at the summer camp as counselors this year.

What she wasn't looking forward to was dealing with her ex-girlfriend being at the camp this year too. She could only hope that maybe they wouldn't run into her. They'd talked about closing the camp this year since it was only about 10 miles away from the tragic carnival incident, but cooler heads prevailed. The cops had found the corpse of the evil old man, allegedly responsible, burned up in the big top amidst the gory scene.

Once they all got on the bus, boating around the lake and the tragic carnival were all anyone talked about. The counselors warned that the lake might not be safe for swimming but Laurie noted the warnings falling on deaf ears. She couldn't help but worry about the terrifying visage the news painted from snippets of footage they found at the scene, footage that showed a man dressed as a ringmaster and his gruesome cadaverous puppets.

She knew she could get away with bringing her baseball bat to camp, although her dad wanted her to bring something a little more substantial. She wasn't willing to risk the kids getting their hands on something too dangerous. Plus she thought they kept an old revolver locked up over by the boat house if they did see some trouble, not that that would happen. She couldn't wait for the opening ceremony for their first day.

FINAL GIRL: Laurie

SETUP: The Bonfire

ITEMS (12): Pepper Spray, Energy Drink, Old Revolver, Bear Trap, Trashcan Lid, Fireworks, Mysterious Pills, Map, Whistle, First Aid Kit, Flashlight, Motor Boat Keys.

EVENTS (7): Boyfriend, Fresh Meat, Stubborn Kids, Girlfriend, Dark Waters, Clingy Campers, Deathwish

The Event cards should be in the order they are listed.

CAMP HAPPY TRAILS TERROR CARDS (5): "Let's Go See if the Rumors are True", "What's That Noise", "I Fell Asleep What Did I Miss?", "You Can't Save Us No One Can", "Run For Your Life"

GEPPETTO TERROR CARDS (8): Razor Puppet Strings, "Bring Her To Me", "You'll Make a Fun New Toy", Puppets Everywhere, There Is No Escape

DARK POWER: Massive Abominations

FINALE: No Strings Attached

SPECIAL RULES: Draw and resolve two events instead of one during setup.

A LIFE OF THEIR OWN

Selena knew something was wrong from the minute they entered the house. The place smelled of decay and rot. She got goosebumps the moment she crossed the threshold and the hair stood up on the back of her neck.

This house was supposed to be the original home of the killer known as Geppetto, the serial killer famous for slaying a sluice of children as the papers coined it. It was believed this house is where he cobbled together his first puppets from the corpses of his victims and once again repaired his "children" after the carnival incident to terrorize those poor campers. The notes they found scattered across the home of ancient rituals and gruesome anatomy diagrams supported that theory.

She had come with a group of experienced ghost hunters who believed the creepy pasta going around about the spirits of his victims haunting the home. Selena never did, but that was a position she quickly reconsidered when the rattling in the attack started and the puppets started climbing down the walls, descending on their group with murderous intent as clacked towards them, clearly free of any strings. A mixture of wheezing and cackling echoed through the crawl spaces in between the walls, the eerie sounds clearly coming from the attic.

She hoped the ancient text they'd found would be the key to stopping him and the dark rituals he was using to animate the amalgamous undead puppets. It seemed some kind of ritual dagger would be necessary to finish him off for good and she had just the idea where to look.

FINAL GIRL: Selena

SETUP: Creepshow

ITEMS: *Setup the Item decks as normal but make sure that the Ritual Dagger is one of the cards.*

EVENTS (7): Ghost Hunters, "I Ain't Afraid of No Ghost", Curiosity Killed The People, Light's Out, No One Comes Back, Pushed to the Edge, Clingy Victims

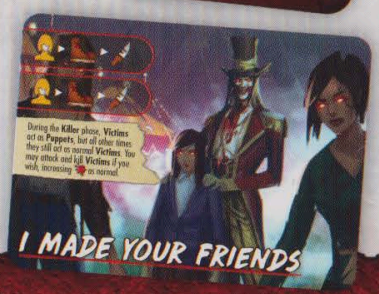
The Event cards should be in the order they are listed.

CREECH MANOR TERROR CARDS (3): "It's Coming It's Coming", "It's a Fake", "Something is Coming Through the Wall"

GEPPETTO TERROR CARDS (9): "Bring Her To Me", "You'll Make a Fun New Toy", Puppets Everywhere, There Is No Escape, "They're Coming From Everywhere", "They Have Us Completely Surrounded", Replacement Parts.

DARK POWER: Weapons Graft

FINALE: I Made Your Friends



SPECIAL RULES: Swap the Killers starting location on the setup card with the 3 victims in the attic and place those victims in the Killers starting location. The Puppets may move any number of spaces away from Geppetto for this scenario. Geppetto can only be damaged by the ritual dagger. Selena starts with the Ancient Text and A List of Things. If you have to discard the ritual dagger for any reason, shuffle it back into an Search Location of your choice.

HONOR THY FATHER

Barbara knew they were coming to get her, but she didn't know if she could escape. She couldn't remember how she'd gotten here or why. She didn't even know where here was if she was being honest.

When she regained her wits she was standing over a body with some kind of ceremonial dagger stained with blood. She could see the terror in the eyes of some of the other people around her. It looked like they were on some kind of tour of a sacred site or holy place, but she couldn't be sure.

She was positive however, that the shambling corpses held up with wood and other jagged parts were coming towards her and they had something to do with the man who seemed risen from the dead himself, steering his macabre marionettes with razor strings.

It felt like she had strings attached to her too, but that couldn't be? If she got too far away from the puppet master, Geppetto, she recalled, an intense pain washed over her like phantom razor wires tightening around her very being.

"Why run my doting daughter? I only wish to show you a father's adoration, making you more perfect than you already are. You will feel no more pain, fear, or anguish. That is your father's love!" he called after her.

She knew she'd have to face him and break his hold over her if she ever wanted to return home...

FINAL GIRL: Barbara

SETUP: Swamp Thing

ITEMS: *Set up the Item decks as normal.*

EVENTS (10): Fire and Brimstone, Loud and Obnoxious, Unholy Bloodshed, The Gods Hate Failure, Flash Photography, Closed for Maintenance, The Uber Tourist, The Holy Man, The Tour Guide

The Event cards should be in the order they are listed.

SACRED GROVES TERROR CARDS (6): Punishment of the Gods, Tourist Trap, Fury of the Gods, Rage of the Gods, "If I Climb On Top of the Statue I can Get a Killer Selfie", "Let Me Just Carve My Initials Right Here"

GEPPETTO TERROR CARDS (4): Replacement Parts, "Bring Her To Me", "They're Coming From Everywhere", Razor Puppet Strings

DARK POWER: Weapons Graft

FINALE: "I Made Your Friends"

FICKLENESS OF THE GODS
Place this card next to the Divine Wrath card. At the end of the Upkeep phase, make a Horror roll.
Decrease or by 1
No effect
Unleash Increase by # of Victims at spaces
BOXED IN WITH NOWHERE TO GO
If there are no Victims on the board, discard this card and draw the next Terror card. Otherwise:
Each Victim that is with or adjacent to a Puppet's space panics. If a Victim panics to a space with a Puppet, they are killed immediately.

SPECIAL RULES: Barbara starts play with the Ceremonial Dagger. Geppetto starts play with the "Am I A Puppet" Dark Power

SUBURBAN SHOWDOWN

Nancy knew this day would come. She knew seeing the puppet master again was inevitable. He'd haunted her dreams for years. Her parents had moved her to see a renowned dream therapist and deal with her trauma. She'd watched her sister get killed by the dreadful carny, helpless to do anything, and feared he'd one day come for her. She'd finally started letting her guard down when it happened.

She heard the screams first. One of the houses in her neighborhood had gone up in a blaze. It was raining and gloomy, but not rainy enough to contain the fire. As she looked out the window she saw his terrifying visage and their eyes locked. He waved at her and she could tell he'd never give up until he possessed her.

She grabbed the machete she had kept and hoped she'd never have use. She'd followed the news clippings and watched the ghost hunters report. She knew that the man, if he could even be called that, wouldn't die as long as the dark powers that he dealt in protected him.

She'd kill every last one of those damn puppets and finish off their immortal master for good this time. No more victims, no more fear, no more puppets. She'd finish him or die trying before she became his *"child"*.

FINAL GIRL: Nancy

SETUP: Revenge

ITEMS: *Setup the Item decks as normal other than the Machete.*

EVENTS (10): "It's Raining, Fire!", "What's Going On Over There", Party In The Burbs, Friendly Neighbors, The Smalleys, It's the 4th of July, Officer Kopp, Boyfriend, Under Construction
The Event cards should be in the order they are listed.

MAPLE LANE TERROR CARDS (3): "We Are All Gonna Die", "It's Too Quiet...", "Did You Hear What Happened on Maple Lane?"

GEPPETTO TERROR CARDS (7): Replacement Parts, "Bring Her To Me", "They're Coming From Everywhere", Razor Puppet Strings, "There's No Escape", "Dear Lord Are Those Our Friends", Endless Maddening Laughter

DARK POWER: Immortal Master

FINALE: Remember Them

"IT'S TOO QUIET..."
"DEAR LORD, ARE THOSE OUR FRIENDS?"
Roll a die for each Victim with or adjacent to a Puppet.
1-5: Move the Victim towards the Puppet
6: Move the Victim 1 space in any direction

When revealed, spawn all remaining Puppets to the board.
When moving Puppets, they move 1 space less than normal.
REMEMBER THEM?

SPECIAL RULES: Nancy starts play with the Machete. Draw and resolve the first two event cards instead of only drawing one on setup. Geppetto starts play with the puppets everywhere minor dark power.

DR. FRIGHT
Maple Lane

DR. FRANKLIN WRIGHT WAS A RENOWNED "DREAM THERAPIST" WHO, THROUGH THE USE OF PSYCHIC ABILITIES, WAS ABLE TO TREAT HIS PATIENTS BY MANIPULATING THEIR DREAMS. A SUBSTANTIAL POWER, TO BE SURE.

He began experimenting without his patients' knowledge and instead of happy, soul-fulfilling dreams, he began manipulating their dreams to be dark, terrifying experiences. He was convinced that by having patients overcome their fears in a dream state that they would learn to overcome their problems in the real world. It worked for many of his patients and he was extremely happy with the results.

But a few weeks into these 'Frightmares', as he called them, a teenage patient of his named Lisa Smalley, leapt from the roof of her High School. It happened just hours after a session with Dr. Wright at her home on Maple Lane and she died immediately on impact. Lisa's parents were furious and fully blamed Dr. Wright, or "Dr. Fright" as he was becoming known. He lost most of his other patients after the terrible tragedy, and soon, he had none at all. His business collapsed and he nearly went broke.

He began touting his Frightmare Therapy online and quickly developed a cult following. Most of the people watched to make fun of him, but a few were willing to try it out. It was then that Franky learned that he could enter his subject's dreams from anywhere, and not only that, he learned that trauma within the dreams was leaving real life wounds. When one of his chief critics, some 20-something You Tuber nicknamed "Scally" agreed to frightmare therapy as a joke for his fanbase, Dr. Fright decided to push the limits.

No one knows what happened inside the dream, but a shocked audience witnessed Scally's wrists open up on a live stream. Despite quick reactions by his fans to call 911, Scally was dead before the ambulance arrived at the bloody scene.

Meanwhile, Lisa's parents, Mike and Rhonda, had been planning Franklin Wright's demise for weeks from their home on Maple Lane. When they saw the news of a manhunt for Wright, they knew that they had to act quickly before he was caught and sent to prison for life. They felt prison would not be enough to stop his power, and that only in death would his evil be stopped. They knew exactly where to find Franklin. For the past few weeks, they'd been paying a private eye to follow him, so they knew about his secret office in the boiler room of an abandoned factory in town.

Rhonda's father owned a farm 40 miles outside of town, and, after they used pepper spray to subdue him, they put a bag over his head and drove him there. They unloaded the man from the trunk and dragged him inside the barn. They were so eager for revenge! When Mike pulled his gun out and pointed it at Wright's head, Rhonda put her hand on his wrist slowly lowering his arm. *"Wait. That is too good for him. He needs to suffer. To feel pain, like the pain we've felt since losing Lisa."* She nodded over to a pitchfork in the corner of the barn. Mike nodded in agreement.

As he lay on the hay covered barn floor, Franklin looked up as the bag was removed from his head to find Rhonda raising the pitchfork. Franklin tried to move, but with his hands bound behind his back and Mike holding him down, he was unable to avoid the violent stabs as Rhonda brought the pitchfork down again, and again, and again. Franklin lived through his eyes being gouged out, his lungs and neck being punctured, and even a stab that clipped the heart. But finally, he felt his life slipping away... the stabs continued and there was blood everywhere, but the pain was gone. And then, just before his last breath escaped his lips, it hit him... go into the dreamworld.

No one heard from Dr. Franklin Wright again. Not for many years. Until a high school senior who lived with her adoptive parents on Maple Lane had a strange dream that she was in a boiler room. There was a man there in the shadows. He didn't respond to her calls of "Hello? Who's there?"

He moved toward her scraping something metal on the pipes that ran along the wall beside him. It looked kind of like a claw. As he came closer and moved into the musky light, she noticed that what he held was actually the head of a pitchfork broken at the handle. The prongs had been bent at the tips and it certainly did not look like it was for farming. As he came out of the shadows, the girl's eyes went wide. The man was wearing a bloody sweater vest and was grotesquely disfigured with pockmark-like scars all over his face and neck. Little dimple-like scars everywhere. Sheila Smalley turned and ran...

Dr. Fright lives on in the dream world to terrify and exact his evil revenge on the Smalleys and all of the other residents of Maple Lane.

THE SMALLEYS MUST DIE

Sheila was suddenly awake and sitting up in her bed, sweat dripping down her neck. What was that? It felt so real. She ran downstairs to find her parents in the kitchen like any other morning. *"What's wrong honey?"* asked Rhonda, seeing that her adopted daughter looked disheveled and out of sorts.

"I... had a bad dream..." Sheila said, taking a seat at the table. By the time she was halfway through the story and describing the scary man and the strange maze of pipes and steam, she wasn't sure which was more terrifying... the dream or the look on her parents' faces.

When she finished, her father Mike calmly stated. *"Sheila, go pack your bags. We need to leave. You have 10 minutes."*

"But..." Sheila started.

"No questions," her father said, cutting her off, *"We'll explain in the car, now go!"*

FINAL GIRL: Sheila

SETUP: Revenge

ITEMS (12): Bicycle, Megaphone, Odds and ends, Crucifix x3, Pitchfork, Rifle, Bible, Fireworks,Trash Can Lid, Knife

EVENTS (4): The Smalleys (starting Event), Under Construction, "Fire!", "It's Raining"

MAPLE LANE TERROR CARDS (3): Road Closed for Construction, "Did you hear what happened on Maple Lane?", "We are all gonna die!"

DR FRIGHT TERROR CARDS (7): "OMG... he's slicing off his own fingers!", "Didn't you know they were already dead?," Minor Dark Power: Hellish Pursuit, Slash her, "Better Lock the Door", Grab your Crucifix, Never sleep again

DARK POWER: The Frightmare is Inevitable

FINALE: Face your Fright

BICYCLE
ROAD CLOSED FOR CONSTRUCTION
Place a Roadblock token on the closest to you.
Victims may not be saved at that
EVENT

THE FRIGHTMARE IS INEVITABLE
If you are Awake when this card is revealed, you fall Asleep.
While this card is in play, you are Asleep for the remainder of the game. Reset the Boiler Room immediately upon exiting it.
FACE YOUR FRIGHT

SPECIAL RULES: *None*

CAMP SLEEPY TRAILS

The summer after Nancy survived the terrible night on Maple Lane, she was excited to get back to Camp Happy Trails. The change of scenery and her job as camp counselor to the Girl Guppies, which is what they called first year campers, was something she was happy to have.

But Dr. Fright doesn't forget a soul. He had slowly and quietly been *"visiting"* the ones that escaped his grasp on Maple Lane. Nancy was the next one on the list...

When he found her that first night, she was surrounded by other dreamers. There was no way to enter her dreams without the others knowing of his presence. So be it.

That night, on a warm summer day at Camp Happy trails, ten little Girl Guppies rushed out of their Cabin like a disturbed hornets nest, screams filling the night air. The terror had begun...

FINAL GIRL: Nancy

SETUP: Treasure Hunt

ITEMS: *Set up the Item decks as normal*

EVENTS (4): Fresh Meat (starting event), Deathwish (starting event), Secret Tunnel, Dark Waters

CAMP HAPPY TRAILS TERROR CARDS (1): "Let's go see if the rumors are true!"

DR. FRIGHT TERROR CARDS (9): "Franky's coming for you", "Better lock the door", "Grab your crucifix", "Better stay up late", "Never sleep again", Slash Her, Marked for Death, Minor Dark Power: Endless Sleep, "Didn't you know they were already dead?"

DARK POWER: Pitchfork Assault

FINALE: "Time to Die"

"LET'S GO SEE IF THE RUMORS ARE TRUE!"
Place 2 new Victims in the space where the Killer started the game.
FRANKY'S COMING FOR YOU
If there are no Victims on the board, discard and draw the next Terror card. Otherwise:
If Dr. Fright is in a space with at least one Victim:
Otherwise:

SPECIAL RULES: *There are two starting events as indicated above.*

TONIGHT WE'RE GONNA PARTY LIKE IT'S 666

When the Johnson's moved out of Creech Manor they didn't even try to sell it. The more they uncovered the home's troubled history, the more they became sure that they could not, in good conscience, sell it to another family.

The house sat empty for a while, but eventually, some local kids started using it as a party spot. Many of them even squatted there for several days at a time.

Alice loved the party lifestyle. She came to love Creech Manor. That is, until that fateful night. A night that just so happened to be the biggest party yet. After months of parties with no real trouble, the high school and college kids were less afraid. One of them brought a bunch of Quaaludes to mix with alcohol and the party was on!

Alice watched with intrigue as a group set up a projector in the ballroom. "You aren't going to believe this!" said the leader of the group. "I found the Scally footage on the dark web!" This, of course, referred to the mysterious live online murder of the influencer known as "Scally" during a dream therapy session. It had been removed by the popular video sites, but the clip could still be found in some dark corners of the web.

And so the clip of Scally's wrists opening up was played. The Quaaludes and alcohol were beginning to take effect and Alice watched as the onlookers all fell asleep. She did not partake herself and when she looked back up at the screen, Scally's bloody and lifeless arms and head were lying on his keyboard below his webcam. The screen flashed and, for a quick second, Alice thought she saw a pipe-riddled hallway with a grotesque figure walking toward her. She shook her head and Scally's dead body was back on the screen. Weird she thought as she left the room.

Had she stayed for one more moment, she would have seen three holes appear in the stomach of one of the unconscious drug users, blood pouring from the holes as his body convulsed.

FINAL GIRL: Alice

SETUP: Dancing Queen

ITEMS (12): Mysterious Pills, Energy Drink, Lucky Rabbit's foot, Crucifix, Flashlight, A list of things in the..., Padlock, Shotgun, Knife, First Aid Kit, Candle, Ritual Dagger

EVENTS (4): Liquid Courage (starting Event), Curiosity Killed the People, Light's Out, Pushed to the Edge

CREECH MANOR TERROR CARDS (4): "Something is coming through the wall", "The Windows and Doors just slammed shut!", "It's Coming, It's coming!", "Something Unholy happened in the..."

DR. FRIGHT TERROR CARDS (6): "Better lock the door","Grab your crucifix", "Never sleep again", "EWWWWW! He's Disgusting!", "So Sleepy...", Marked for Death

DARK POWER: Pitchfork Assault

FINALE: "Time to Die"

"SOMETHING IS COMING THROUGH THE WALL!"
If there are no Victims on the board, discard and draw the next Terror card. Otherwise:
All Victims panic.
Any Victims that exit a window are kil
EVEN
LUCKY RABBIT'S FOOT
"How does this thing work?"
Discard during the Action phase to make a Horror roll. For each success, choose one of the following:
2
MOVE 1 SPACE

SPECIAL RULES: *None*

DIVINE DREAMS

Following horrific events at the Sacred Groves site, the park had to be repaired and restored. The extended time the park was closed resulted in the horrors being forgotten to some extent. But it was time to reopen!

The gods had been pleased when the park was closed. While the park was unclean and in disrepair, there were no mischievous tourists tearing up the place.

When the park reopened the administration decided they would allow camping on the grounds. They never cared about the sanctity of the place, only the money it could make them. People would die for that decision.

Gods are not restricted to the earthly plane. A shadowy figure emerged in the boiler room Dr. Fright called home in the dream world. The language they communicated in was otherworldly, but the gist of the conversation was that the gods wanted Dr. Fright to help them get the park closed forever, or at a minimum, make the administration disallow sleeping at the sacred sites.

Thus, an unlikely alliance of evil was formed in the dreamworld. Dr. Fright would soon manifest himself into one of the camper's dreams. A dream that would be their last.

FINAL GIRL: Adelaide

SETUP: Mob 'O Tourists

ITEMS: *Set up the Item decks as normal.*

EVENTS (4): Fire and Brimstone (starting Event), The Uber Tourist, Flash Photography, The Tour Guide

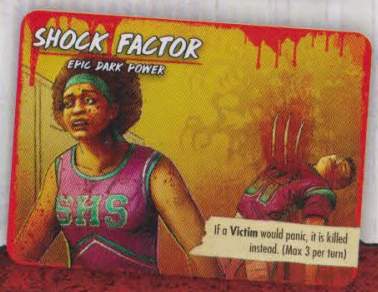
SACRED GROVES TERROR CARDS (4): Fury of the Gods, Punishment of the Gods, "no one will notice if I break off one of these pretty branches...", "If I climb on top of that statue i can get a killer selfie!"

DR. FRIGHT TERROR CARDS (6): "Blurred Reality", Didn't you know they were already dead?,Minor Dark Power: Endless Sleep, Slash Her, Grab your Crucifix, Better Stay Up Late

DARK POWER: Shock Factor (Epic DP)

FINALE: Everyone must Die

FURY OF THE GODS
EVENT
Increase by # of Victims at spaces.
Unleash
BLURRED REALITY
Until the next Terror phase, you and Dr. Fright may damage each other even if you are Awake.



SPECIAL RULES: During each Upkeep, roll for Fire and Brimstone and move the token accordingly.

THE GREATEST FRIGHT ON EARTH!

When her parents were killed that fateful day on Maple Lane, Sheila vowed to leave and never return. She left Spring Hill forever.

She joined a traveling carnival. She loved always being on the move and she found herself oddly at home with the odd cast of characters. They loved her too, and soon she found herself as the attraction manager of the 'Things to Astonish' museum.

The smallest girl in the world, the hairiest man in the world, and all of the animals were under her guidance and direction. She was enjoying the carnival life and rarely thought about Maple Lane and the horror she had barely survived. She had killed Dr. Fright, or so she thought...

When Sheila landed the final blow on Dr. Fright, as in life, he made a last ditch effort to avoid death. He exploded into a black sludge of dream ooze and landed on the floor of the boiler room. Perhaps, he thought, over time he would regain enough strength to once again terrorize the unsuspecting dreamer. In fact he recovered quite quickly and began tracking down the Maple Lane survivors, but he was never able to find Sheila. Until now.

FINAL GIRL: Sheila

SETUP: No Laughing Matter

ITEMS: *Setup the Item decks as normal.*

EVENTS (2): Full Moon (Starting Event), Employee Transport

CARNIVAL TERROR CARDS (3): "I'm all wrapped up and I can't get free", Misty Ambush, "Is this a Prop"

DR. FRIGHT TERROR CARDS (7): "Blurred Reality",Minor Dark Power: Hellish Pursuit, Slash Her, Better Stay Up Late, So Sleepy..., "OMG he's slicing off his own fingers!", Never sleep again

DARK POWER: Never Really Dead

FINALE: Time to Die

BLURRED REALITY
"I'M ALL WRAPPED UP AND I CAN'T GET FREE!"
Place the Rope Trap token in your space. Immediately apply the trap's effects (see the Terror Trap Reference card) to you and any Victims in your space.
If a Walk or Sprint card was discarded:
NEVER REALLY DEAD
During Upkeep, if you are Awake lose and you fall Asleep.
TIME TO DIE

SPECIAL RULES: You begin the game Asleep. Do not replace a Victim for Full Moon, instead place the Werewolf in your space (Things to Astonish) to start the game.

TERROR
FROM
ABOVE

NO ONE KNOWS WHAT CAUSED A 'STORM' OF BIRDS TO DESCEND ON A SMALL BAY TOWN A FEW YEARS BACK, BUT SINCE IT HAPPENED OFFICIALS AND SCIENTISTS HAVE BEEN TRYING TO DETERMINE WHY. WITNESS ACCOUNTS FROM THE FEW SURVIVORS INDICATED THOUSANDS AND THOUSANDS OF BIRDS DESCENDED ON THE AREA. THEIR ACTIVITY RANGED FROM GATHERING AND BEING A GENERAL NUISANCE, TO OUTRIGHT ATTACKING AND KILLING PEOPLE.

It hasn't happened since, and maybe it won't ever happen again, but people are fearful. One person that survived the incident knows why it happened. Here is the story.

Ramey, Juanita, and Maria traveled to a remote area in the mountains of South America just a few days before the birds attacked. They didn't realize it fully until it was too late, but they were the reason for the attack.

The trio paid for a guided trip into the mountains to learn about ancient cultures long gone. Their guide pointed out one cave and, in an almost daring way, advised them never to go in the cave. The friends exchanged excited looks that said *"we are so going into that cave!"*

That night, they slipped away from the hotel with a few supplies and headed to the cave. Maria, was having second thoughts, *"I'm not sure we should go in..."* but ultimately was convinced to follow by Ramey, whom she had a secret crush on.

They descended in the cave for 15 minutes and were beginning to have doubts, but just then, the cave opened into a large room with an extremely high ceiling. So high in fact, a totem just behind an altar across the room towered upwards so far, the top could not even be seen and was blanketed in darkness. The totem was majestic and awesome and featured birds with beaks, and eyes of all sizes and shapes, some even with wings sprawling from the back of the totem.

Some words were scribbled on the front of the altar, some ancient text: *"Fecian deva lasciel, noos rekane par ashala."* A warning in a tongue long forgotten which translates to *"Mischief here below, shall bring terror from above."*

On the altar were three bowls, each containing an item. The first, a diamond ring. Maria was drawn to its beauty and had a vision of Ramey slipping it on her finger. Unable to control herself, Maria took the ring in hopes that one day that vision would come true.

Ramey, noticing none of that, was holding a small fish hook he'd picked up from the second bowl. It was unlike any fishhook he'd ever seen with multiple barbs on the back. He had a vision of becoming a world-class sport fisherman and like Maria, pocketed the item.

Juanita knew something was wrong when she saw the trinket in the third bowl. It was a necklace with a one-of-a-kind pendant her mother had given her before she passed away. Sadly, Juanita had lost it during a move and was never able to find it. Now her guilt was pressing her to take the necklace before her. But how could it be HER necklace? She turned back to leave without it, sobbing.

"She wants that," Maria said quietly to Ramey as she nodded toward the necklace.

"Ok, I'll bring it and we can surprise her with it later," Ramey replied, pocketing the necklace. Suddenly, they heard a loud noise, sort of like the sound of a wave coming to shore, from the darkness above. The first bird came into view, quickly followed by hundreds more.

"Run!" Ramey shouted. Thousands of birds flew after them and attacked.

The three friends dashed through the cave as quickly as they could. When they emerged from the mouth of the cave after a long and violent chase they barely survived, the birds were suddenly gone, seemingly sucked back into the cave as if by a vacuum. Bleeding from multiple wounds, the friends gasped and fell to the ground. Suddenly, the pain subsided and the wounds began to close up and the skin repair itself right before their eyes.

They couldn't help it. They all started laughing uncontrollably. It felt like a dream, but there they were. Ramey reached into his pocket and slowly raised the pendant in front of Juanita. She grabbed it and in the same motion wrapped her arms around Ramey as tears fell. *"Thank you,"* she said before kissing him passionately. It was a surprise to each of them and Maria glared as Ramey kissed Juanita back. *"Ahem"* she said, clearing her throat. The rest of the vacation was relatively uneventful and the three friends returned home.

They didn't really notice until a few days later, but the bird presence in their small town was growing each day. The first attack occurred less than a week later. The friends got separated, but all witnessed different horrors as the nightmare unfolded. They each were looking for the others, but were not able to find one another. Each of them noticed that while the birds were attacking everyone around them, the birds always left them alone. But slowly, one by one, all of the residents were either killed or fortunate enough to escape the town. For some reason, the birds needed everyone else dead or gone before they turned on their true targets. But finally, it was just them.

Ramey and Juanita found each other first. At the moment, they were safe, but the birds seemed to be getting restless, flapping their wings occasionally and letting out a caw every minute or two. Maria spotted them just as they embraced and shared a romantic moment. She stopped in her tracks, said a goodbye they would never hear, and dropped the diamond ring to the ground in poetic fashion. She turned and left the town never looking back.

Ramey and Juanita saw Maria just before she was gone from view and yelled out for her. At that moment, the birds lifted in the air and began to circle. A funnel formed in mere seconds, and just like the twisters you see when a tornado touches down, this one, made of birds, touched down. The only good thing about what happened was that at least their deaths were quick.

The birds picked up the hook and the necklace from among their bones, and the ring from the ground just up the road where Maria had dropped it, and were gone from the town as fast as they had come.

CURSED KIDS

Camp Happy Trails was one of the only places Melanie felt safe as a kid. A chance to get away from her abusive parents was always welcome. As an adult she gave her time because, for some of those kids, it meant just as much. The reasons were probably different, but that didn't matter. If she had known what was coming this year, she would have just stayed home.

When the birds began to amass, the counselors and camp officials didn't think too much of it. But when Shelly *"sweetie pie"* Collins was taken to the infirmary with severe wounds from a bird attack, everyone became nervous. The first camper was killed that night, and then all hell broke loose.

Melanie rushed around the camp to help as many kids as possible escape. As she rushed Oliver through the gate to safety, he said, *"Miss Melanie?"*

"Yes, what is it?" she replied.

"I think I know why the birds are here," he stammered.

Melanie focused as he recounted his memory of a counselor named Isabella bragging about some earrings she'd gotten on a recent trip to South America. Oliver remembered Isabella saying she found them in a cave and that her and her friends were attacked by birds and almost killed.

"I don't think she should have taken what didn't belong to her," Oliver stated in an eerily foreboding way. *"Two other counselors were there too. I don't know which ones, but maybe some of the other kids do."*

Melanie set off back into the camp.

TERROR FROM ABOVE DIFFICULTY: Hard (3 Special Victims)

FINAL GIRL: Melanie

SETUP: Meditation Hour

ITEMS (12): Pepper Spray, Energy Drink, Lucky Rabbit's Foot, Lucky Dice, Old Revolver, Archery Bow, Mysterious Pills, Map, Whistle, First Aid Kit, Flashlight, Knife

EVENTS (2): Dark Waters (Starting Event), Stubborn Kids

CAMP HAPPY TRAILS TERROR CARDS (2): "You can't save us... No one can!", "Let's go see if the rumors are true!"

TERROR FROM ABOVE TERROR CARDS (8): "The Birds are Attacking" x4, "Where are they coming from" x2, "It feels hopeless!" x2

DARK POWER: Birdnado

FINALE: Insurmountable Odds

"THE BIRDS ARE ATTACKING"
in your space and all spaces where Birds outnumber Victims
If no attacks occured:
PEPPER SPRAY
"A few squirts in their eyes and they'll think twice about messing with this girl."
If the Killer is in your space, you may discard this to immediately end the Killer phase. Ignore their remaining movement, attacks, and any other effects.

SPECIAL RULES: None.

NEGRINOMI-COME HOME

Bobby Creech ran through the jungle as fast as he could. Jessie Creech followed close behind. In each of their hands, an ancient and evil text. The same book actually, but in each of their minds, they were the only one carrying it and their sibling looked empty handed...

Several days earlier, the Creech children had met with a famed archaeologist. They wanted a way to end the curse on Creech Manor once and for all. So, Dr. Jones advised them of the cave and of its incredible, but terrible power... to give one what they want most. *"Bring what you find there to your family's home, then survive what comes. If you do, the curse will be lifted."*

Bobby and Jessie ran to the lake. There it was in the distance - their ride! The trio sprinted down the dock and leapt into the seaplane that was waiting for them. The propellers were already in motion and the pilot was already accelerating when Bobby yelled ***"GO!"***

The birds following them could not keep up with the plane. The siblings cheered and hugged one another. *"Next stop, Creech Manor!"* exclaimed Jessie.

TERROR FROM ABOVE DIFFICULTY: Normal (2 Special Victims)

FINAL GIRL: Selena

SETUP: Strange Trophies

ITEMS (12): *Normal, but set the Ancient Text aside before setting up the Item decks.*

EVENTS (3): Clingy Victims (Starting Event), Pushed to the Edge, Helicopter Rescue (see special rules)

CREECH MANOR TERROR CARDS (2): "Something is coming through the wall!", "It's Broken"

TERROR FROM ABOVE TERROR CARDS (8): "The Birds are Attacking" x4, "Where are they coming from", "It feels hopeless!" x2, "They're Trying to get in"

DARK POWER: Run for your life!

FINALE: Endless Swarm

"THEY'RE TRYING TO GET IN!"
"THE BIRDS ARE ATTACKING"
in your space and all spaces where Birds outnumber Victims
If no attacks occured:

SPECIAL RULES: When you first move into the space with a Special Victim, take the Ancient Text Item card and place it in your backpack. Also resolve the "Helicopter Rescue" Event Card. To win, you MUST leave the Manor with both Special Victims by using the Helicopter.

TERROR IN THE GROVES

Roland, Tyler, and Vlada were in the middle of their 12 stop trip around the world. Their previous stop, the mountains of South America, were incredibly picturesque and in spite of the near death experience they'd had, was their favorite place so far. But now they were on to a place they'd been told was THE place to visit on the African continent.

When they arrived at the Sacred Groves, the park was packed and there were other tourists everywhere. *"Hey, let's split up for a bit,"* Tyler suggested, *"I want to go check out the gift shop."* He was lying. What he really wanted to do was to stare longingly at the Black Lotus card he had gotten from that cave. Alpha and in mint condition!

The others quickly agreed. They had their own baubles from the cave they wanted to enjoy as well. They had almost forgotten they were in a park full of incredible sites to see. And they certainly weren't paying attention as the skies began to darken due to the flocks of birds above them.

TERROR FROM ABOVE DIFFICULTY: Hard (3 Special Victims)

FINAL GIRL: Barbara

SETUP: Family Day

ITEMS: *Setup the Item decks as normal.*

EVENTS (3): Unholy Bloodshed (Starting Event), Flash Photography, The God's Hate Failure

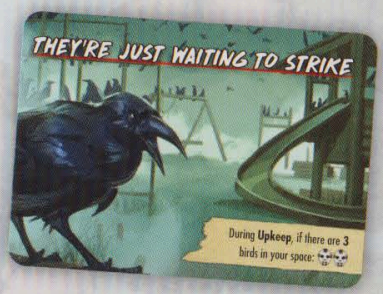
SACRED GROVES TERROR CARDS (3): Tourist Trap, Fickleness of the Gods, Punishment of the Gods

TERROR FROM ABOVE TERROR CARDS (7): "Where are they coming from x6", Minor Dark Power: Bird Wall

DARK POWER: They're just waiting to strike

FINALE: Fowl Aggression

FICKLENESS OF THE GODS
Place this card next to the Divine Wrath card. At the end of the Upkeep phase, make a Horror roll:
Decrease
Unleash
TOURIST TRAP
All Victims adjacent to a space move there.
Increase by # of Victims at spaces.



SPECIAL RULES: Any time a bird token is placed on a Sacred Space, place 1 bird token on each of the other Sacred spaces as well. When using Barbara's Ultimate Ability with a Special Victim in her space, she gets the benefit of the ability but the Special Victim is not killed.

BIRDS OF PLAY

Charlie was always on the hunt for new artifacts to put inside the carnival museum known as 'Things to Astonish.' Most of the things inside were fakes, meant to give the audience cheap thrills. Charlie hated that, and slowly but surely, she was replacing them with real, priceless artifacts from around the world.

When she heard about the cave, she was skeptical. As the days went by, however, she was unable to get the thought out of her mind. She made plans to fly to South America. When she told the three teens that were interning for her that she would give them an all expenses paid trip, they jumped at the chance.

The trip was, needless to say, eventful. Charlie sent the teens into the cave and, after a long and stressful wait, they finally came out with three amazing artifacts. *"Merci mes petits,"* Charlie said in French, *"Now let's get these back to the museum."*

TERROR FROM ABOVE DIFFICULTY: Hard (3 Special Victims)

FINAL GIRL: Charlie

SETUP: Late for the Show

ITEMS: *Setup the Item decks as normal.*

EVENTS (3): So Much Junk (starting Event), Animal Panic!, Employee Transport

CARNIVAL TERROR CARDS (2): "How did the Tiger get loose?", "Welcome to the Greatest Show!"

TERROR FROM ABOVE TERROR CARDS (8): "The Birds are Attacking" x5, "Where are they coming from", "It feels hopeless!", "They're Trying to get in"

DARK POWER: Birdnado

FINALE: Insurmountable Odds

"IT FEELS HOPELESS"
If there is at least one Special Victim in play:
"THE BIRDS ARE ATTACKING"
in your space and all spaces where Birds outnumber Victims
If no attacks occured:

SPECIAL RULES: When using Charlie's Ultimate Ability, you may choose to lose 2 life to take Retaliate instead.

BIRDS IN THE BURBS

Birds were not uncommon in Spring Hill. Like most places in the world, they were quite normal. So the residents on Maple Lane didn't think too much about it when there was a slightly greater than normal population of birds in the area.

Chester Chestnut, went to get the paper at the foot of the drive every morning at 7am. He had never seen a seagull in his driveway, or in Tennessee at all. Until now. And there wasn't just one, but upwards of 10 or 15. *"Leslie! Honey, come look at this!"* he called to his wife, who was in the backyard tending the garden. When he got no reply, he walked around the side yard and opened the gate to the backyard. He gasped in horror when he saw, through a collage of wings and beaks, his wife's dead body laying in the soil among the vegetables.

Unbeknown to Chester and the other residents, someone had gone to the cursed cave. But who?

TERROR FROM ABOVE DIFFICULTY: Normal (2 Special Victims* see special rules)

FINAL GIRL: Melanie, Sheila or Nancy

SETUP: Playtime

ITEMS: *Setup the Item decks as normal.*

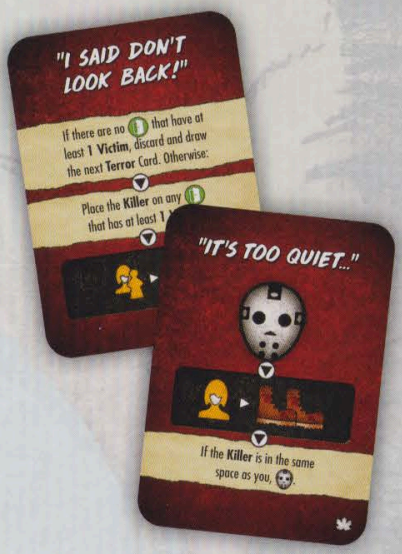
EVENTS (2): "What is going on over there?" (starting Event), "It's the 4th of July!"

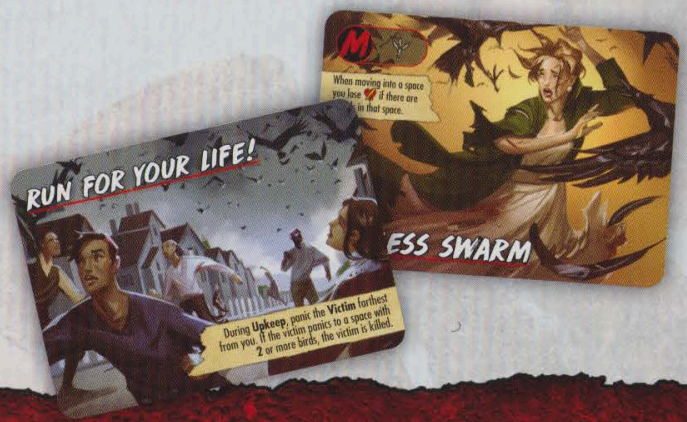
MAPLE LANE TERROR CARDS (2): "I said don't look back!", "It's too quiet"

TERROR FROM ABOVE TERROR CARDS (8): "The Birds are Attacking", "Where are they coming from" x2, "It feels hopeless!" x4, "They're Trying to get in"

DARK POWER: Run for your life!

FINALE: Endless Swarm


"I SAID DON'T LOOK BACK!"
If there are no that have at least 1 Victim, discard and draw the next Terror Card. Otherwise:
Place the Killer on any that has at least 1
"IT'S TOO QUIET..."
If the Killer is in the same space as you,

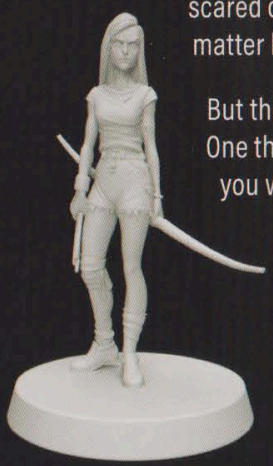

RUN FOR YOUR LIFE!
During Upkeep, panic the Victim farthest from you. If the victim panics to a space with 2 or more birds, the victim is killed.
ESS SWARM

SPECIAL RULES: Each time a Final Girl you control reaches the space of a Special Victim, choose one of the Final Girl cards from those you did not choose (Melanie, Sheila, or Nancy). You now control both girls and may perform every action you do with each girl you control. To win, you must clear the board of all birds. If ANY Final Girl is killed, you lose.

LAURIE CARPENTER WAS BORN WITH A CHIP ON HER SHOULDER. EVEN FROM A YOUNG AGE, THE FASTEST WAY TO GET HER TO DO SOMETHING WAS TO TELL HER THAT SHE COULDN'T DO IT.

"No, you can't try out for football." "No, you can't learn how to play guitar." "No, you can't take martial arts." Whenever she heard the word 'no,' a switch flipped somewhere deep inside her and she would do everything within her power to accomplish the very thing she'd been told she couldn't do.

While this quality turned Laurie into an ambitious, focused, and tough-as-nails woman, it didn't exactly win her many friends. Most people were turned off by her intensity, and a lot of people who came into her orbit were a bit scared of her. Even at 5 foot 10, Laurie gave off the vibe that she could break you in two if she felt like it, no matter how much bigger or stronger you might be.



But those who stuck around discovered a fiercely loyal friend who would go to hell and back for them. One thing was for certain: you definitely wanted Laurie on your side, and you'd better run for your life if you were her enemy.

TIPS FOR PLAYING WITH LAURIE:

While Laurie is light on health, she has one of the most powerful special abilities: increasing damage. Place a powerful weapon in her hands and she is a force to be reckoned with. As such, focusing on saving enough victims to unlock her ability should always be a priority.

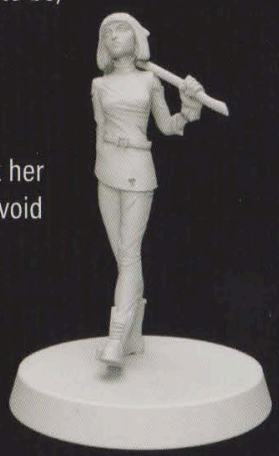
REIKO RIVERS WAS QUIET AND SHY. SHE WAS THE KID WHO HATED BEING CALLED ON IN CLASS, WHO SAT ALONE AT LUNCH, AND WHO WAS ALWAYS THE LAST ONE PICKED FOR KICKBALL. HER GOAL IN LIFE WAS TO ATTRACT AS LITTLE ATTENTION AS POSSIBLE TO HERSELF. AT LEAST, THAT WAS HER GOAL UNTIL SHE DISCOVERED TRACK.

Reiko didn't want to try out for track, but her parents, in a fit of frustration over her unwillingness to do anything outside of her comfort zone, forced her to. And she discovered she was not only fast, she was really damn fast. She handily left every other girl on the team in a cloud of dust, and went on to break every school record as well as win State.

Reiko was still quiet, but she was no longer as timid as she'd once been. Why would she need to be, when she was the fastest thing on two legs?

TIPS FOR PLAYING WITH REIKO:

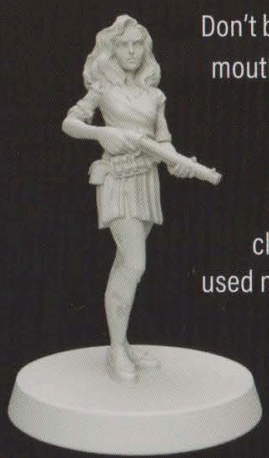
Reiko is incredibly mobile, with two bonus move actions from saving victims. If you can unlock her final ability, use it to get close to the Killer and get some damage in, before bouncing away to avoid their upcoming attacks.



ALICE CRANSTON WAS THE DEFINITION OF A FIERY REDHEAD. HER FRIENDS LOVED HER BOISTEROUS PERSONALITY AND HER TAKE-NO-SHIT DEMEANOR. WHEN SHE DECIDED SHE WANTED SOMETHING, SHE NEVER LET ANYTHING GET IN HER WAY.

She got bored of things quickly though, including her relationships. As such, she never really had any deep or meaningful relationships. To put it bluntly, there wasn't anyone who could handle her. At least no one she'd found yet.

Alice had some growing up to do, but she loved the clubbing lifestyle and was out almost every night. She was in great shape and between her dancing and her workouts during the day, her cardio was top notch.



Don't bet against Alice, but dealing with a bloodthirsty murderer is a lot different than dealing with some mouthy club rat or handsy gentleman caller.

TIPS FOR PLAYING WITH ALICE:

Alice's ultimate ability is incredibly powerful and flexible. You will have to manage her health closely as she has less than average. If you are able to unlock the ability, use it for either a frequently used named card with two copies or a powerful card that could finish the game!

SELENA VILLANUEVA CAME FROM A BIG FAMILY. HAVING SO MANY BROTHERS AND SISTERS WAS A BLESSING AND A CURSE. ON THE ONE HAND, THEY ALL GOT ALONG AND HAD EACH OTHER'S BACKS, BUT ON THE OTHER HAND, IT MADE HER THIRST FOR THE ATTENTION OF HER PARENTS.

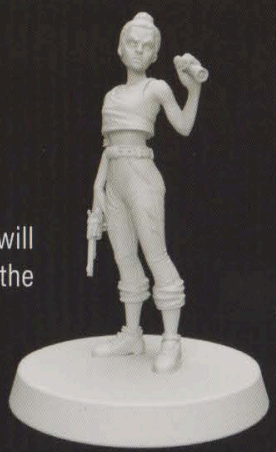
Selena's thirst for attention caused her to look elsewhere. She always ended up going for the bad boy type and as hard as she tried, the relationships never worked out. Eventually, she learned to observe little things and use a discerning eye to stay out of bad relationships.

By the time she went off to college, she knew she wanted to major in criminal justice. She could tell things about people and her surroundings using her keen observation skills, and she wanted to use it to solve crimes and mysteries.

Little did she know that she would have to survive Creech Manor first!

TIPS FOR PLAYING WITH SELENA:

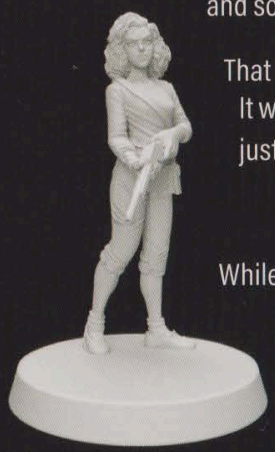
Selena's ultimate is relatively easy to unlock. If you can save Victims quickly, finding useful items will be much easier. Start getting Search cards and keep them in your hand until after you've unlocked the ability. But be careful not to lose sight of what you need to do to win!



WHEN BARBARA ROMERO WAS 9, THE THING SHE WANTED MOST IN THE WHOLE WIDE WORLD WAS A MISS BABY FACE DOLL. IT WAS THE 'HOT' GIFT THAT CHRISTMAS SEASON AND, TRY AS HARD AS THEY COULD, HER PARENTS COULDN'T FIND ONE. THEY WERE ALL SOLD OUT.

They got her a Little Susie Puffins instead, but that was not even close to being the same thing. She didn't even take it out of the box.

In fourth grade, if you had a Miss Baby Face you were the shit, but the only girl who managed to land one was Dolores Johnson. At recess everyone would crowd around Dolores and oooh and ahhh at the doll. Barbara was intensely jealous. She wanted to be the center of attention. She wanted MIss Baby Face. So, she pulled Dolores aside one day and somehow, inexplicably, magically even, convinced her to hand over the precious doll.



That was the day that Barbara learned she could convince anyone to do whatever she wanted them to. It was her super power, and she used it every chance she got. Why risk your own neck when you could just get someone else to risk theirs instead?

TIPS FOR PLAYING BARBARA

While Barbara's special ability is very contextual, she can also unlock it relatively quickly. It's especially useful during games where extra victims come out, either through events or terror cards. Gather victims to yourself and then throw them at the Killer! Not only will you prevent bloodlust from rising (since victims that die this way don't increase bloodlust), you can also wrack up a lot of extra damage in a short amount of time.

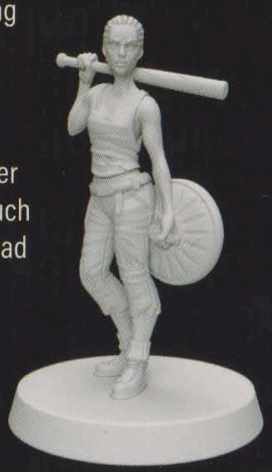
ADELAIDE JORDAN WAS GOOD AT EVERYTHING SHE DID, BUT NEVER GREAT. SHE WAS A STRAIGHT B STUDENT, A GREEN BELT IN TAEKWONDO, AND HAD MORE SECOND AND THIRD PLACE TROPHIES THAN ANYONE SHE KNEW.

This wasn't because she lacked intelligence or drive or even talent. If she'd wanted to, she could have become the best at anything she put her mind to. And there was the catch. She quickly got bored and would move onto the next hobby or sport or interest before she'd had a chance to become proficient at the previous one. There was always something shinier around the corner.

As an adult, Adelaide quickly became the quintessential jack-of-all-trades, knowing a little about a lot but not a lot about anything in particular. And in all honesty, that suited her just fine. Life was always an adventure because she was always trying out something new, and there were plenty of situations where her grab-bag of skills would come in handy... perhaps even save her life.

TIPS FOR PLAYING WITH ADELAIDE:

Adelaide's special ability is unique in that it is a one time immediate effect. You can use it to either pull yourself out of a tough spot (by fully reducing Wrath or healing completely) or grab some much needed Action cards. Any Action cards taken this way can be played immediately, which could lead to some powerful strategic plays if timed properly.

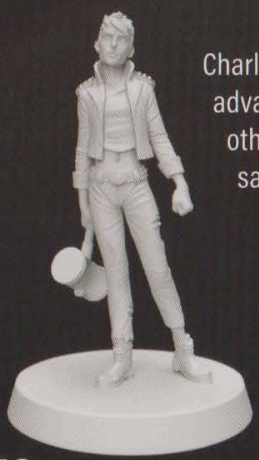


CHARLIE AJA HAS LIVED BY HER OWN RULES. THE PERPETUAL OUTSIDER, SHE HAD A CERTAIN MAGNETISM TO HER THAT ATTRACTED PLENTY OF OTHERS.

The French national loved traveling and enjoying the outdoors. She displayed a rugged durability that comes from enduring the hardship of the elements in all manner of circumstances, but she was truly at peace away from the din of civilization. Her survivalist skills and strict fitness regimen have been her salvation in more than one sticky situation.

Slow to let people in, but loyal to a fault, Charlie would fight tooth and nail for anyone she cared about. Literally. Her parents raised her to never give up and helped foster her fighting spirit. She lost them both at an early age, never really discussing how, but she never gave up on the lessons they imparted.

TIPS FOR PLAYING CHARLIE:



Charlie is incredibly durable. As of this publication she's the most durable final girl. Use that health to your advantage to position yourself in some more dangerous situations a little more readily than you would other girls. Her ultimate ability is hugely beneficial if you can get it early enough in the game, so make saving victims a priority.

EIHI ASAMI HAS ALWAYS BEEN AN ARTIST THROUGH AND THROUGH. SHE LIVES FOR HER ART. EATS, SLEEPS, AND BREATHES CREATION.

Her all time favorite is junk art. She's always been one to find treasure in trash. People are all too quick to throw away something that can be the perfect piece for her expressions. Despite being Japanese, she couldn't have less in common with a popular lifestyle organization aficionado from her homeland.

She's had a dire hatred of clowns and a love of Nashville Hot Chicken, but has never been one for horror movies and scary stories. Ironic that she finds herself in exactly the kind of story she's avoided for so long.

TIPS FOR PLAYING WITH ASAMI:

Asami is excellent at searching, a huge boon at both the Carnival and Creech Manor. Use that to your advantage and get the items you need to take down the killer. No item is out of reach for this girl, and early victim saves can give you a huge strategic advantage.

SHEILA SMALLEY WAS ADOPTED BY MIKE AND RHONDA SMALLEY THE YEAR AFTER THE TRAGIC DEATH OF THEIR FIRST DAUGHTER FROM (AT LEAST IN THEIR MINDS) THE INFLUENCE OF DR. FRANKLIN WRIGHT.

Sheila was saved from the streets of India at a young age, though she was ripped away from her older brother who was taking care of her. She doesn't remember much from her years as a child in India.

The Smalleys made every effort to shield Sheila from the events of the past and, namely, their murder of Dr. Wright. His transition into the dream world before death was unknown to them, but it would soon become known to Sheila.

Sheila was well liked in school and had a lot of friends. She'd even recently gotten a boyfriend when a really smart kid, ok a nerd, named Tommy asked her to 'go steady.' Tommy really won her heart when he stood up to a group of jocks that were making racially insensitive comments to Sheila. He paid for it with a black eye and some bruises, but Sheila knew in that moment that she could trust Tommy to protect her no matter what.

When Sheila set her mind on something she could be very effective. She just had to overcome her fears first. She was a meticulous planner and strategist and as long as she didn't get paralyzed by fear and uncertainty, she was a force to be reckoned with.

TIPS FOR PLAYING SHEILA:

Sheila's ultimate ability will give you the most powerful discard equity in the game! 2 CP for every card discarded! If you can unlock it, try to cycle the zero cost and even other cards into massive Time gains. Don't be afraid to shift gears and abandon plans of trying to gain the ultimate ability when the situation calls for it! She has a nice amount of health so you can be somewhat liberal taking small amounts of damage here and there.

NANCY LANG WAS BASICALLY THE ALL-AMERICAN GIRL. AN ONLY CHILD, SHE WAS CONSTANTLY BEING DOTED ON BY HER PARENTS. IN THE RARE INSTANCE WHERE SHE DID GET INTO TROUBLE, HER FATHER'S POSITION AND INFLUENCE AS A RANKING OFFICER IN LAW ENFORCEMENT WAS USUALLY ENOUGH TO GET HER OUT OF IT.

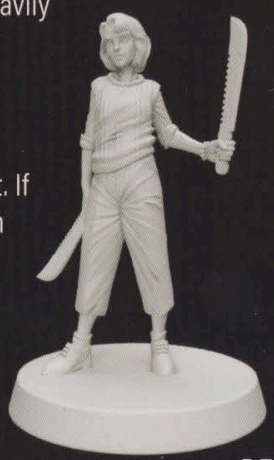
Nancy suffered from night terrors, often thrashing violently in her sleep. Her parents were considering something for Nancy they'd recently heard about called "dream therapy" and apparently, there was a local doctor that does that sort of thing.

Nancy was a bright young woman. A senior in high school who was well liked. Her boyfriend lived just around the corner and, while he was a good guy, he wasn't someone Nancy saw herself with long term.

Nancy was always extremely resilient and persistent. She'd beat the odds even when they were heavily stacked against her.

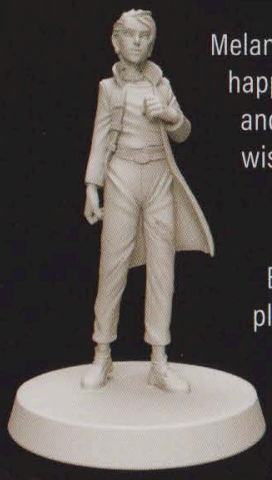
TIPS FOR PLAYING WITH NANCY:

Nancy has lower than average health, but her ultimate ability makes up for that if you can get it. If you're careful, you can use the adrenaline rush (having only one health and getting to re-roll an extra die) to your advantage. Just pay careful attention not to put yourself in a position where you will lose that last health.



MELANIE BROWN WAS AN UPTOWN GIRL AND POSSESSED A STRONG SENSE OF STYLE AND SOPHISTICATION. A BUSINESS WOMAN THAT RELISHED IN "WINNING," PARTICULARLY WHEN DEALING WITH MEN. MELANIE WAS AS COMPETITIVE AS THEY COME.

She had a softer side at home, and did not discriminate when it came to her relationships. She found equal enjoyment in the company of both women and men, though she'd never let her business partners in on that. In fact, it would be detrimental if they knew. As such, she would travel outside of the city in her leisure time to avoid the risk of someone she knew seeing something that was none of their business. There is one town by the bay she was known to frequent, but she also greatly enjoyed wine country.



Melanie experienced some abuse when she was a child. Though it is something that should never happen to anyone, it did happen and she learned from it. Specifically, she learned to fight through pain and channel it and turn it into strength. In adulthood, those that crossed the line with her ended up wishing they hadn't.

TIPS FOR PLAYING MELANIE:

Be careful with Melanie and choose your strategy wisely based on the Killer and Location you are playing. Her damage potential is very high if you are able to unlock her Ultimate ability. It can be particularly helpful when dealing with minions. You will have to be careful though and make sure you use rest cards or save additional Victims to keep from taking too much damage.

Working on **Final Girl** has been really special for us, particularly during 2020 when the world is going through a pandemic. While the notion of a board game eliciting true fear from its player, is probably unattainable, we have put every effort into making the Final Girl experience one that will bring you back to the cinematic moments from horror movies that frighten, terrify, and excite you.

The response from the backers and fans to the Kickstarter, all the way until now, has energized us and driven us to be the best possible designers, writers, and game producers we can be. We have left everything on the table and considered every facet of, not just the gaming experience, but the product experience as well. We truly hope the game and production has you in awe.

We invite you to not only experience the stories we've created for you, but to tell your own as well. Share your thematic moments with us, we love to hear about them!

And last but not least...

TO BE CONTINUED!

— A.J. Porfirio, Evan Derrick, and
all of us at Van Ryder Games

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